ASCII comix

FRONT MISSION™



アスキーコミックス

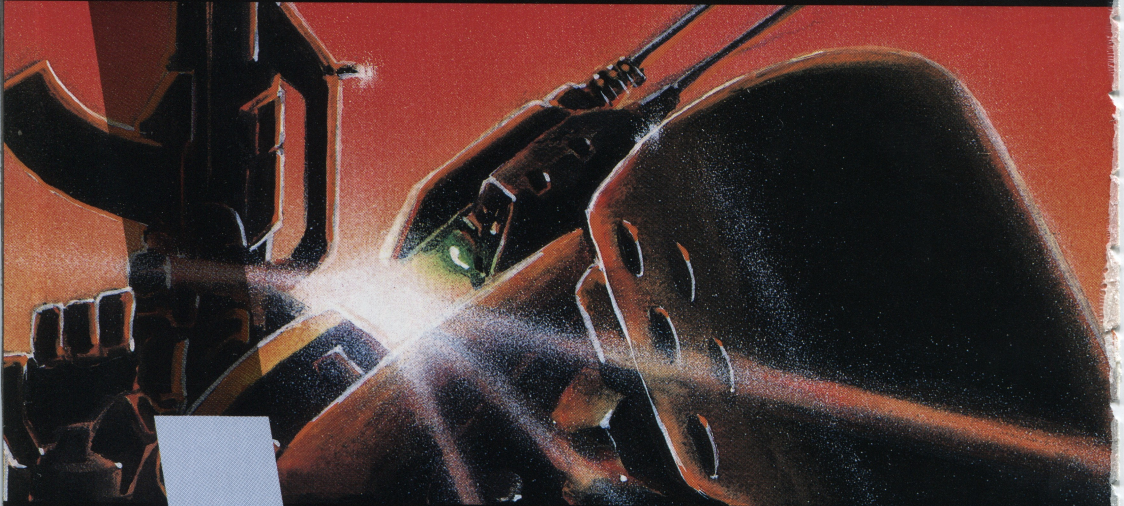


フロントミッションコミック

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ヴァンツアーとは何か？

What is



the WAP?

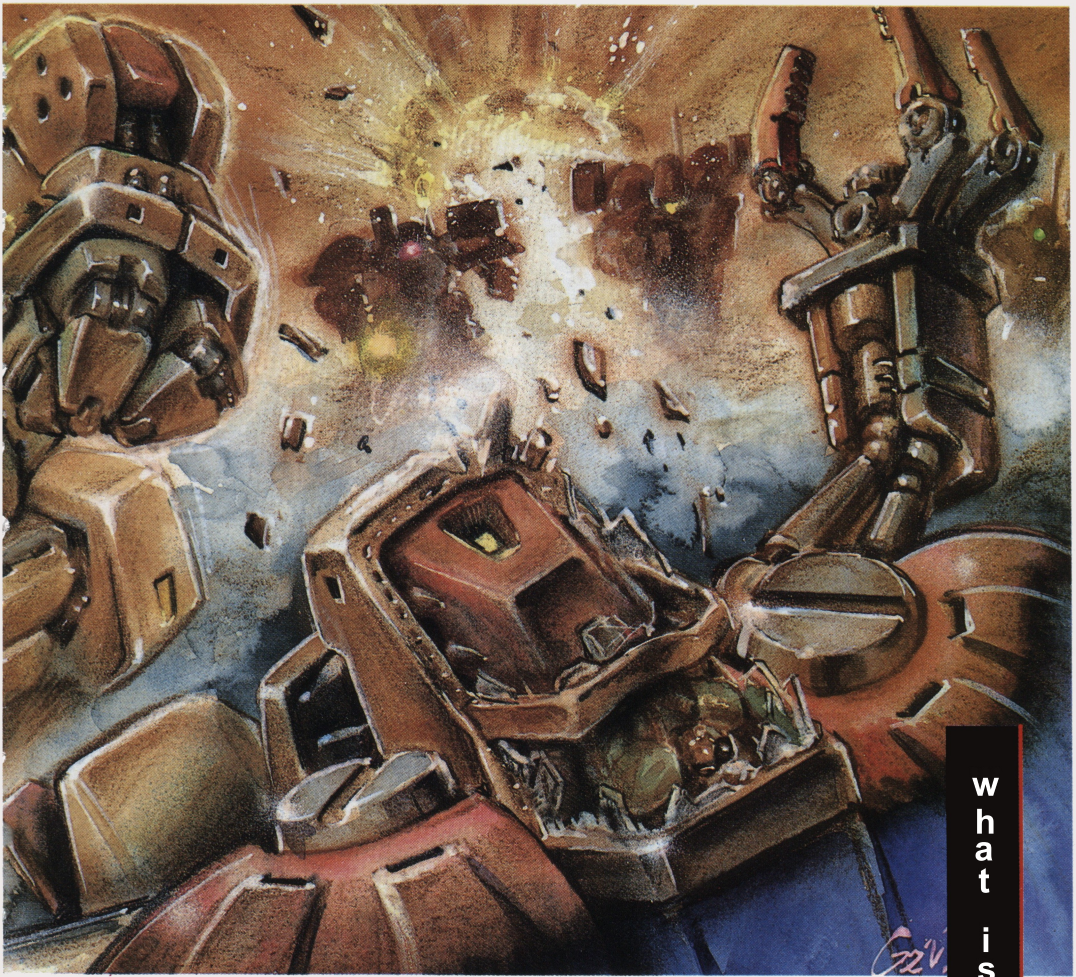
What is the WAP?

2
Thanks to this, a skilled pilot is able to perform complex CQC maneuvers. Furthermore, this humanoid shape has one more advantage in the form of the psychological effect it has on the enemy. The Wanzer which are reminiscent of giant iron soldiers are intimidating enough to destroy the enemy's morale not only during battle but also in the subjugation of strategic points etc... In addition, unlike conventional tanks, the Wanzer thanks to its humanoid form has no blindspot. With its many rotating joints, the Wanzer is capable of turning to face both its cockpit and camera towards any path the enemy's infantry could potentially creep in from. Then with both of its freely moving arms it is capable of brushing off any potential enemy that managed to cling onto its body. Furthermore the extent of the Wanzer's capabilities can further be expanded thanks to a wide variety of modular parts.



A WAP performing a melee attack on the battlefield.
A skilled pilot is capable of disabling the enemy in a single blow.

3
By exchanging parts to adapt to the current situation, a single Wanzer is capable of performing in a wide variety of combat roles. Of course, it is impossible to exchange parts in the middle of combat however doing so during "SETUP" before the beginning of an operation is not a difficult thing. In short, this allows for a much wider approach when it comes to tactical planning. All Wanzer parts being subject to the MULS-P standard allows for free exchange of parts among fellow Wanzers, this too can be considered a great advantage. In recent times limited scale warfare almost always results in wars of attrition and it is difficult to maintain a steady supply line of exchangeable parts or even a Wanzer's core body on the front lines. However since it is possible to salvage and use parts from a destroyed enemy Wanzer, it goes without saying that compared to more conventional war vehicles the Cost Performance aspect is also higher. This book was created as an attempt to shed light on the fascination held for the most revered weapon in recorded history; the Wanzer.



what is a Wanzer?

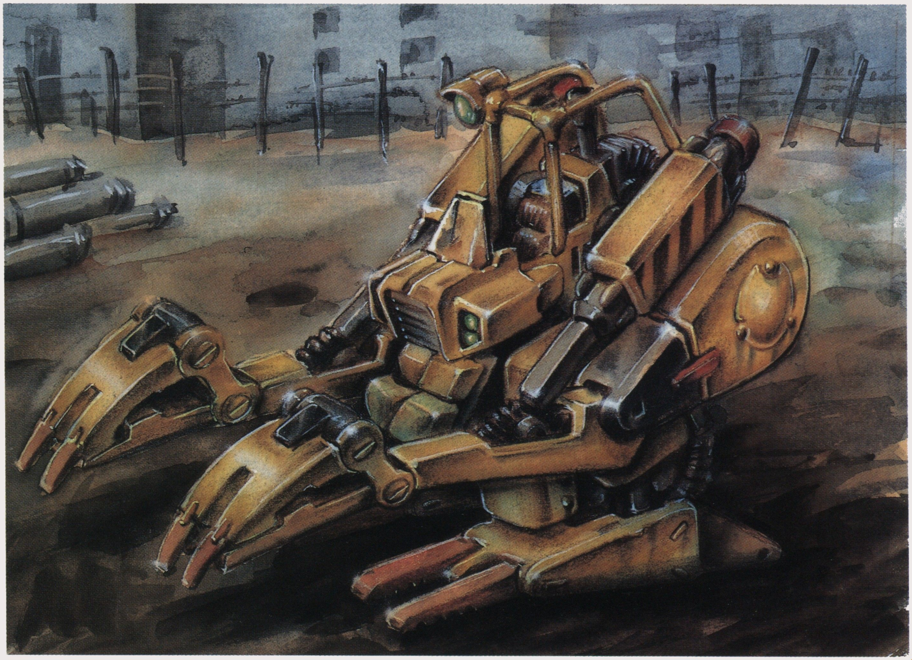
1 "Wanderung Panzer" AKA "Wanzer"

Wanzers are a type of Articulated Mobile Weapon;
It has alreadybeen more than 50 years since the development of their progenitor was completed. At the time of its introduction, it was summarily dismissed as a "Paper Tiger" and "A money pit". Presently, with the start of the 22nd century being right around the corner it is now hailed as the strongest weapon in history for localized warfare. Nowadays a land war without Wanzers would be inconceivable. The most distinctive feature of Wanzers is their unconventional humanoid shapes and their ability to swap their major parts. These 2 features are the main reasons behind the dominance of Wanzers as mobile weapons. First let us expand on the advantages of their humanoid shape: It allows the pilot to more intuitively get a handle of the machine. Unlike other heavy duty vehicles, the Wanzer's right arm is controlled with the pilot's own right hand and likewise, the left arm is controlled with the left hand. This control scheme has proven very advantageous in allowing the pilot to feel as if the machine is like an extension of their own body.

WAW and WAP

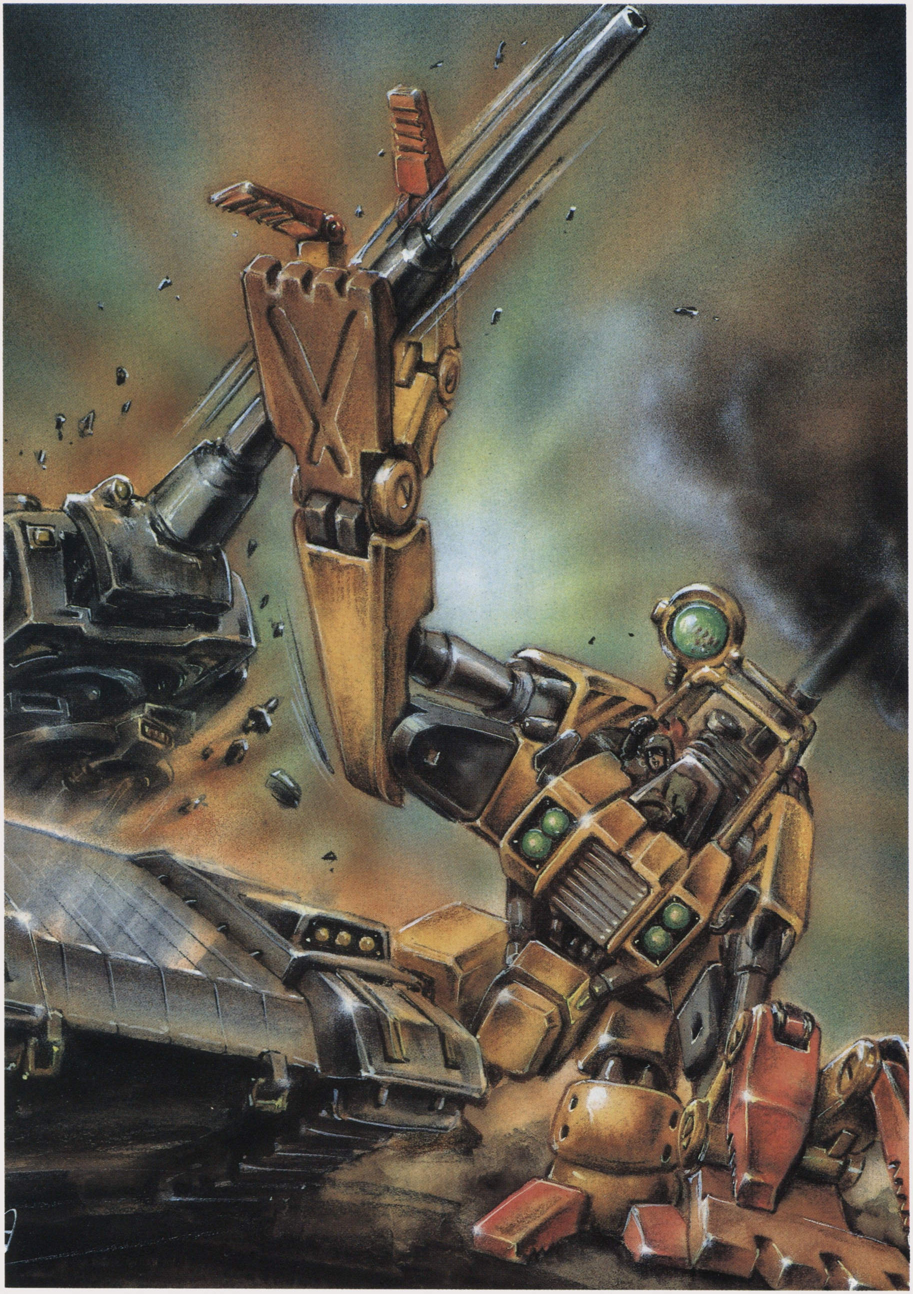
The WAP (Wanzer)'s progenitor the WAW (Wanderung Wagen) saw its first lights at the Wallenstein university of the Federal Republic of Germany. It was jointly developed by Professor Landolt of the aforementioned university and Schnecke, the leading manufacturer of heavy industry in Germany. At the time however, the effectiveness of their proposal of a "Industrial vehicle capable of moving like a human" was met with deep skepticism. Their advocacy for "Maneuverability" "Ease of use" and "Versatility" was discarded as the popular opinion was that the industrial vehicles of the times were already than good enough. In the end, only the micro actuator (A byproduct technology derived from their original concept) was deemed as having any use; which drove Schnecke into a corner. That is until Diable Avionics (DA), a USN based defence industry came in.

The USN army had commissioned from DA a mine disposal vehicle with manipulation capabilities, and so they became interested in the WAW which was presented the previous year. As the development of the WAW had come to a dead end, Schnecke jumped on the opportunity and a joint development strategy was concluded. From the result of that effort the WAW "Parrot" (Named so due to bearing a resemblance to the animal) was born. On top of mine disposal the Parrot showed great versatility as a transport vehicle, construction equipment or even as a light combat vehicle for use against enemy infantry. However, for what was supposed to be a simple mine disposal vehicle; the costs proved abnormally high. To resolve this problem, both companies decided to divide the WAW into 5 "blocks" made up of the body, two arms, legs and a computer, which were consolidated into a single standard (Multi Unit Link System AKA MULS). By inviting other companies into the market, the cost per unit was successfully driven down and thus these humanoid weapons were officially born.



A picture of a prototype Parrot. The arms which were used for mine disposal operations are clearly visible.

What is the WAP?



A picture of a mock battle with the prototype. It seems the concept of a versatile machine was present from the begining.

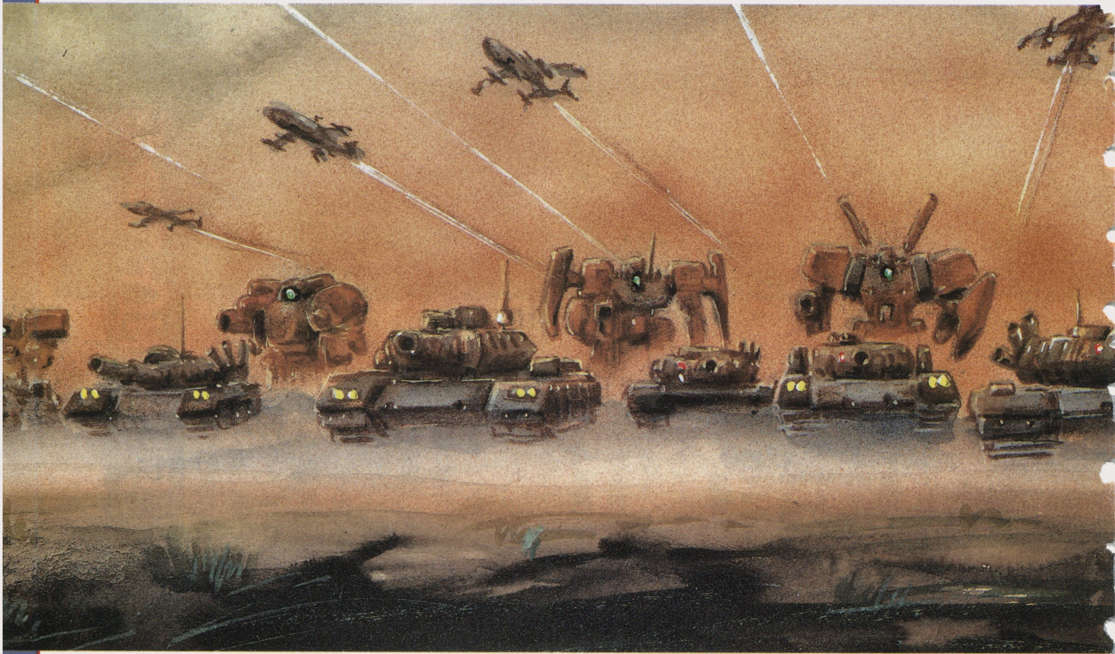
What is the WAP?



The Wanzer's main duty is to fight in difficult terrains like jungles or mountains.

2

The leading theory in open plain warfare of the times was to overcome the enemy with superior numbers. With that being the case.situations where Wanzers and tanks were tied together gradually vanished. Finally, during the first Huffman conflict the Wanzer's efficacy was confirmed, and countries around the globe started to consider creating platoons composed entirely of Wanzers.Then with the outbreak of the second Huffman conflict, the OCU's "Commando Task Force"and the USN "Special vehicle company" were officially activated.

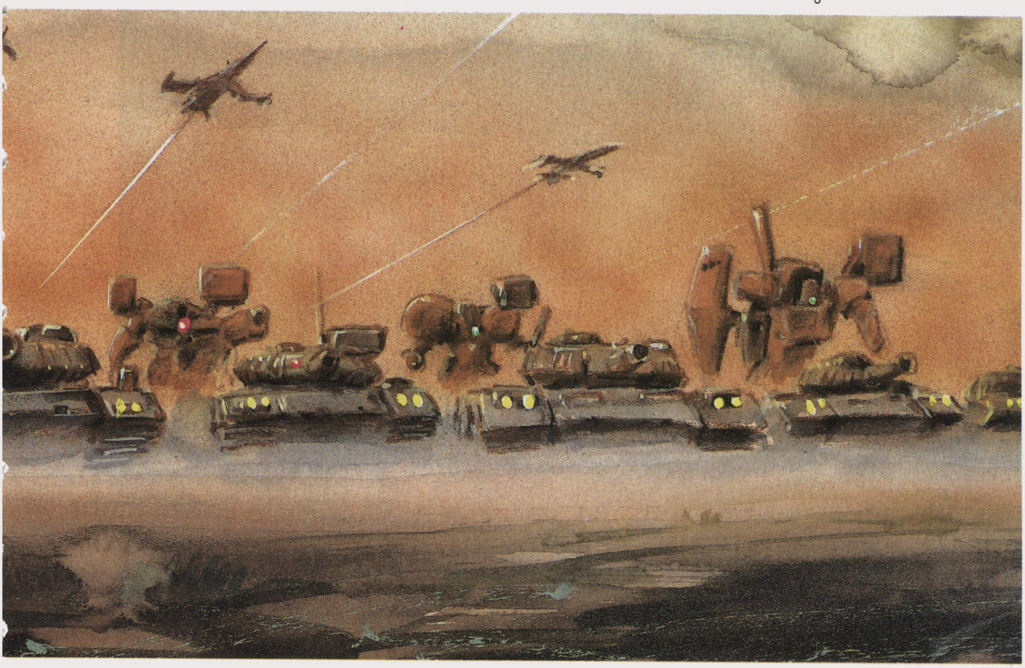


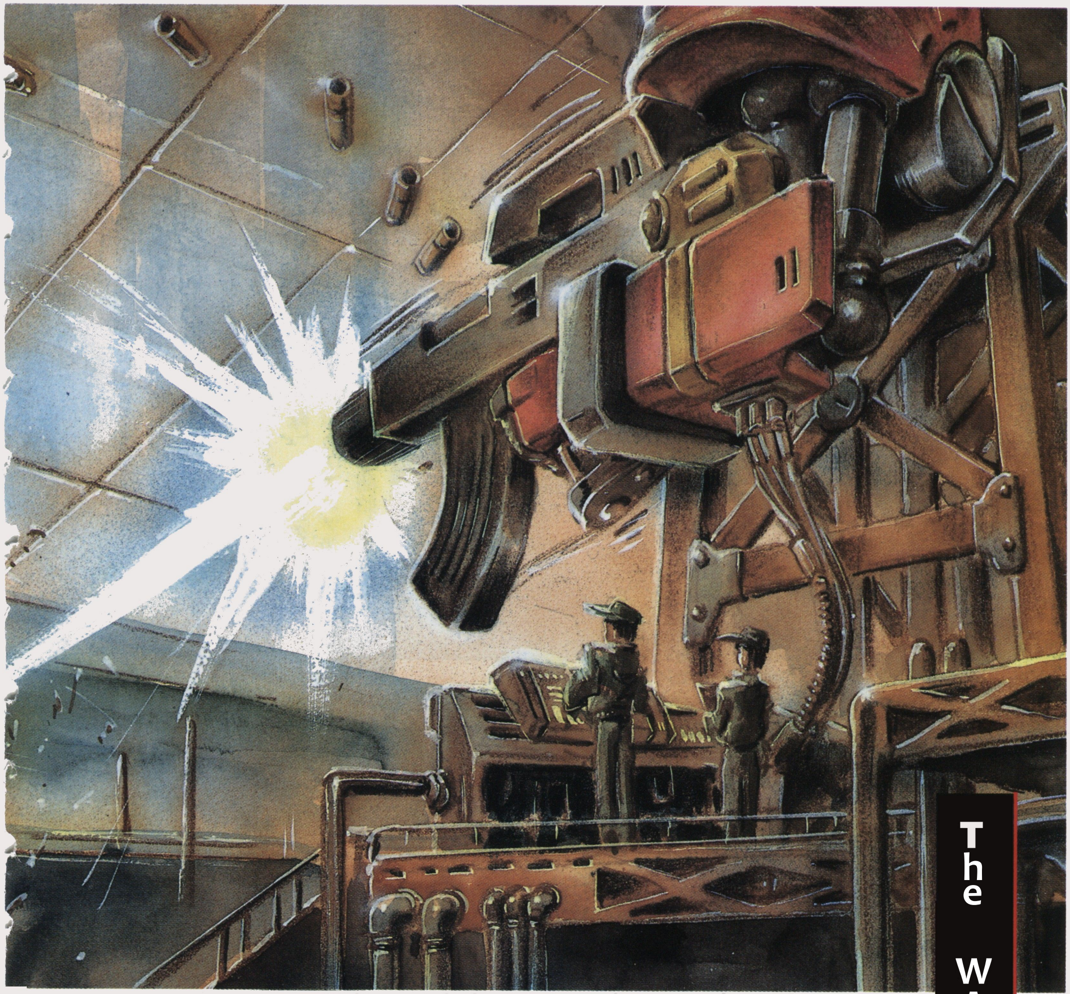
An illustration of how tanks and Wanzers used to be deployed together.

1

While the Wanzer showed ideal performance as a land combat weapon, it took a period of trial and error before the tactical effectiveness of the Wanzer was discovered. At first, they were assigned as support for tanks platoons where they were used for transport operations and the likes, which failed at bringing out their full potential. By simply having them replace infantry during the accompaniment of tanks it can be said that many commanders failed at finding a more effective use for them. Their size and firepower had them clocked as a simple combat vehicle. By accompanying tanks. Wanzers were unable to make use of their exceptions mobility and as such they ended up as nothing more than mobile turrets. If we consider their high offensive capacity, using them for the transport of supply and other rear line duties is an outrageous misuse. When we compare conventional tanks and Wanzers the differences are striking;

Their biggest point of difference is their mobility in difficult terrains. The best way to make use of the Wanzers is to make use of their speed (which is comparable to tanks) and their ability to clear bumps in terrain of up to 4 meters which no other vehicle is capable of doing. If we consider those characteristics the best way to use Wanzers would be to deploy them in places such as forests or mountains and other difficult terrain where no conventional vehicles would be able to cross. If their ability to move quietly and their mobility are made full use of by conducting guerilla warfare, there is no weapon capable of competing with Wanzers in those areas. Generally, throwing Wanzers in large open plains is obviously a mistake.
While there wasn't a wide difference in mobility or firepower between tanks and Wanzer. the deciding factor ended up being costs, rather than fielding a smaller contingent of expensive Wanzers. a larger amount of tanks is of course preferable.




Machine gun technology being more or less repurposed as a WAP weapon.

The WAPs weapons

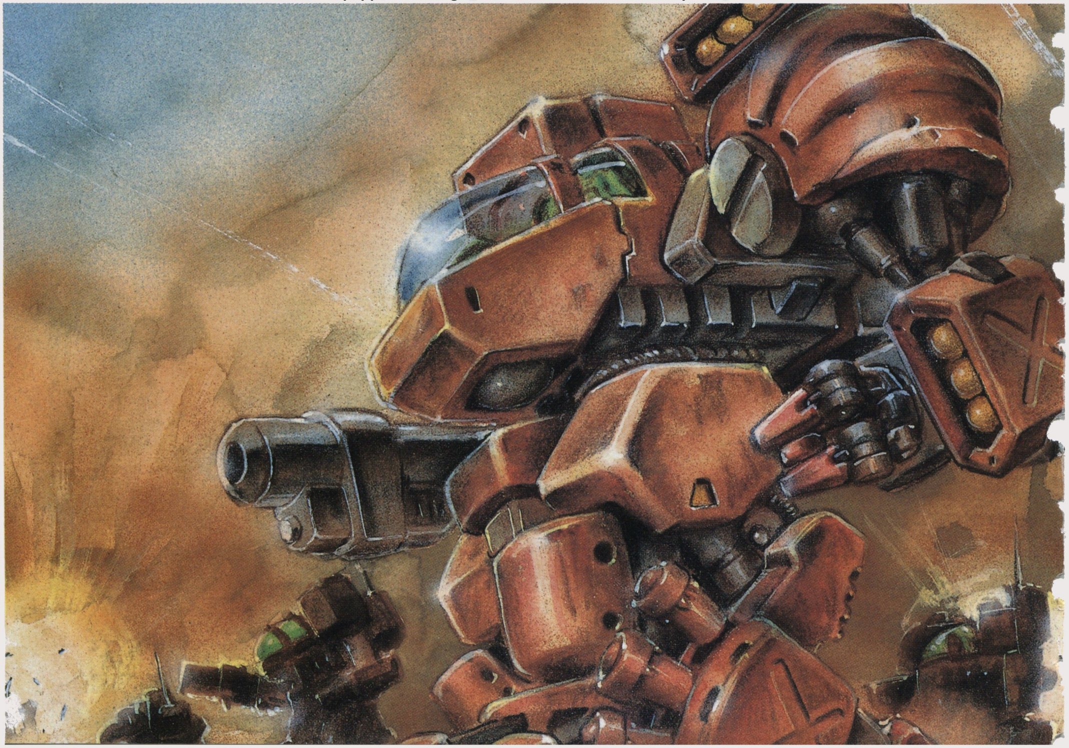
Let us look back to the Wanzer's history. The WAW as a military vehicle was born after the adoption of the MULS standard, after this the standard was revised on four different occasions which lead to the current MULS-P standard. Those four revisions are what lead to the transformation of the WAW into WAP. As such it could be said that the Wanzer is a kind of WAW. To be more precise, WAPs are WAWs which are manufactured explicitly for combat purposes. If we were to compare them, the WAP's volume would generally be around 20-30% higher and the engine's output approximately 1.5 times higher. It also boards a more advanced computer for the purpose of wielding firearms in its manipulators (or hands as commonly called).

What is the WAP?

The best way to distinguish between a Wanzer and a WAW is by confirming the existence of hardpoints on both shoulders and the back. Those hardpoints are where a variety of military armaments can be attached. Since the WAW was not specifically created for combat purposes, it lacks those hardpoints. Wanzers are also generally bigger as to allow them to carry heavier weapons. Traditionally, the WAW lacked the durability and power to carry the kind of firepower that a conventional tank could. This problem was due to the WAW being originally an all purpose industrial vehicle, this was an insurmountable barrier in trying to retrofit it into dedicated combat roles. The change in the MULS standard, which resulted in an even larger body and power output remedied that problem. To distinguish between those who had undergone that change, the WAW (Wanderung Wagen) and WAP (Wanderung Panzer) distinction was born.

The hardpoint located on the shoulders can be equipped with POD types weapons while the manipulators are equipped with gun types weapons. (The back's hardpoint is usually reserved for auxiliary power, or backpacks capable of carrying a variety of equipment to be used on the battlefield). By using the infantry's weaponry as reference, a large variety of gun types weapons were conceived. To give a couple examples, gun types are short range weapons which include (but are not limited to) machine guns which can fire large barrages of bullets or large caliber Rifles.
As a general rule long range weaponry is located on the shoulders while short ranged weaponry is located on the arms. There are of course exceptions to this rule, like the grenade launchers or bazooka which are weapons capable of long range attacks while being held in the hands, however when compared to the shoulder mounted pod types their accuracy is undeniably worse. Other equipment options were also developed such as shock absorbing shields, weapons specialized in hand to hand combat like rods and tonfas, and more. Thanks to the Wanzer's humanoid form, their potential arsenal can be as varied as that a of human's.

A WAP equipped with a grenade launcher. A wide variety of firearms exists.





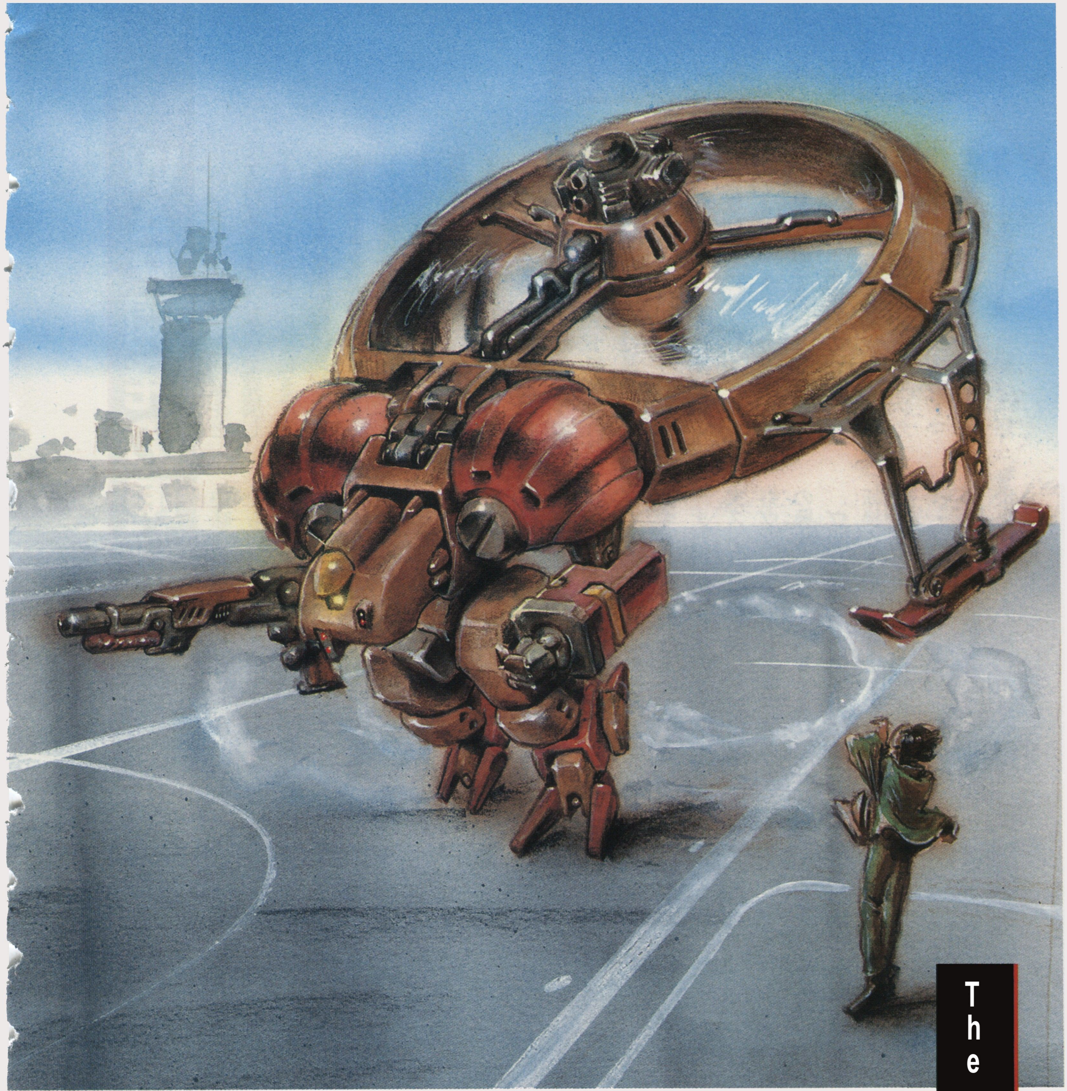
The Zenith V which prides itself on its balanced design. Without a doubt the ultimate humanoid weapon.

What is the WAP?

Following the momentum of the Wanzer's birth, development efforts redoubled. However, the speed of this technological progress soon began to calm down. In other words, after several years, this humanoid weapon was considered almost perfected. Of course, small improvements on minor parts would continue to be made; however, the difference between last year's model and the new model would not be significant. Did this mean the development of Wanzer had finally stagnated? No. Even now, manufacturers are exploring new shapes the Wanzer could take. Germany's Schnecke, Australia's Leonora Enterprises, France's Taureau... Their advocacy for "The importance of specialized parts" was at first derided as an "Unsavory return to old ideas". However nowadays many companies have started paying them much closer interest. The demand for "Hover", "Caterpillar" and "4 wheeled" leg types that those 3 companies had pioneered had shown unexpected growth. In truth, if we assume sufficient logistical support, the concept of specialized parts is surprisingly effective. Thanks to those, Wanzers Squads had now become the most mobile alternative in all kinds of terrains, be it plains, water's surface, urban environments and of course in difficult terrains. Even in recent years, Japan's Sakata industry and their non-standard large scale Wanzers are also arising interest in many people in the industry It could be said that the Wanzer's development world finds itself at a tipping point. The Wanzer, which was once a weapon which had pursued versatility above all, was now pursuing specialization as an effort to break the current status quo.

Specialized legs and arms options are the key to the WAP's future development.





An illustration of what a flying Wanzer could look like. It would likely need an enormous engine twice the regular size to be able to fly.

The WAP's Limits

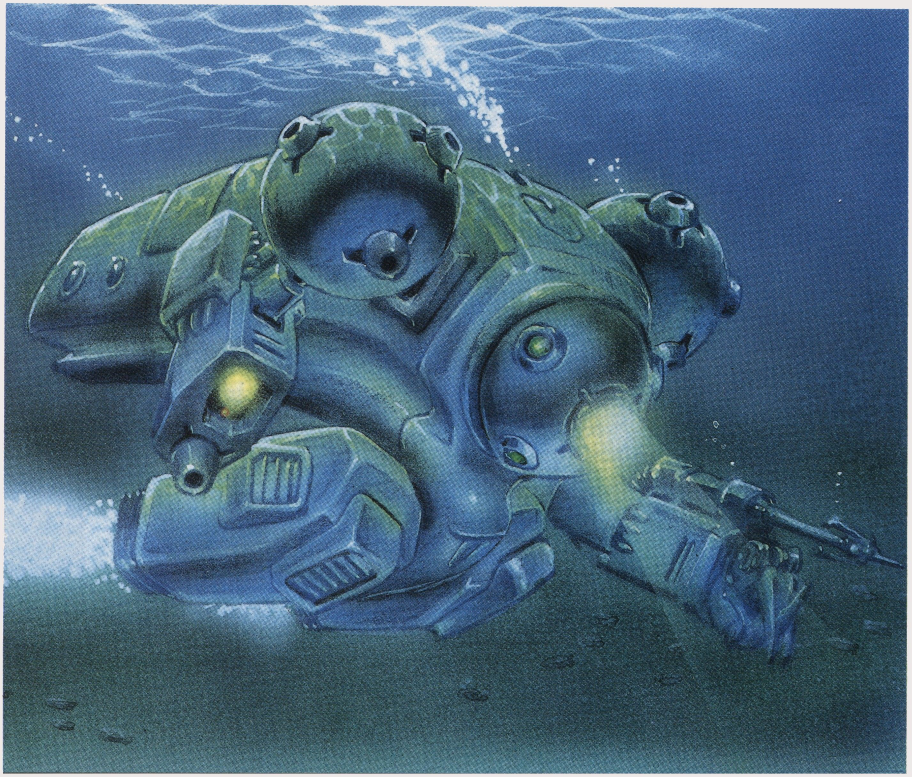
If Wanzers that could fly through the air freely or operate underwater existed they would likely be well received. That being the case, would it be safe to assume that those are currently in development? While it may be regrettable, if we look at the current situation the answer to that question is a resounding NO. Certainly, a Wanzer able to fly or able to operate underwater is enough to stir our inner childish romance. Unfortunately, reality isn't so merciful. Firstly, there is simply no demand for it. The Wanzer's greatest strengths are in its mobility and versatility. Wanzers can't be made to fly or dive with run of the mill equipment, and a simple swapping of parts can not remedy that problem (or at least not with the 21st century's level of technology.). Without entirely remodeling the Body from scratch, it would be impossible to operate under such extreme conditions.

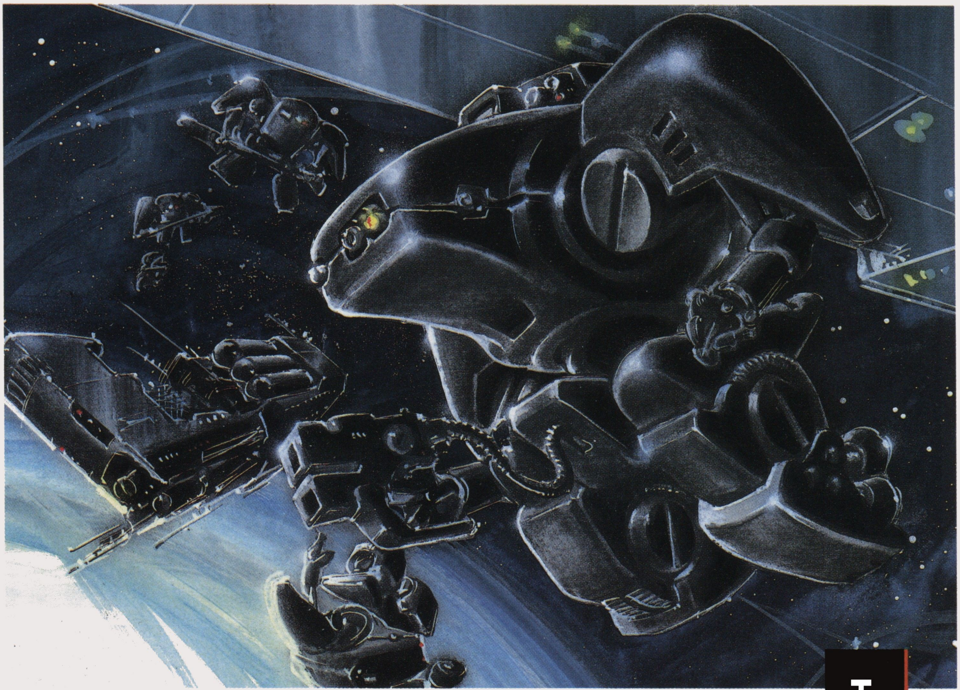
What is the WAP?

For argument's sake, even if those remodeled bodies were designed, would they be more effective than the current fighter planes and submarines? Those machines have been designed specifically for flying or diving, and have been refined for over 200 years, is there really a need to challenge them at a disadvantage in their own territory? Some would argue that instead of purely aerial or submersible weapons we should be aiming for "Wanzer that can also fly" or "Wanzer that can also operate underwater" where their land capabilities would still be the focus. With flying or diving capabilities as merely an added bonus there would be no need to compete with fighter planes or submarines. However, this is also an unrealistic proposition. As mentioned previously, it would be impossible to maintain the current style of Wanzer while giving them flight or diving capabilities, to make this possible their versatility and their land based mobility would have to be compromised.

Something lacking those two characteristics could no longer be called a Wanzer. The Wanzer, which has been polished for half a century, could be called the strongest land based weapon. In a battlefield that is ruled by them, there is no place for a half fish or half bird Wanzer. Even before the first Huffman conflict of the year 2070, this was already common knowledge in the industry. As such, it is natural that there are no records of Wanzer of this kind being developed. While there are rumours that such research were undertaken during the dawn of the Wanzer's era circa 2040/50. If those rumours were true it is safe to assume that this research only ended in failure. The present situation in which no flight capable or submersible Wanzer has ever been sighted and no research attempts are currently being undertaken can only be proof of this.

An illustration of what a submersible Wanzer could look like. By replacing the legs to enable underwater use, it is now unable to operate on ground.





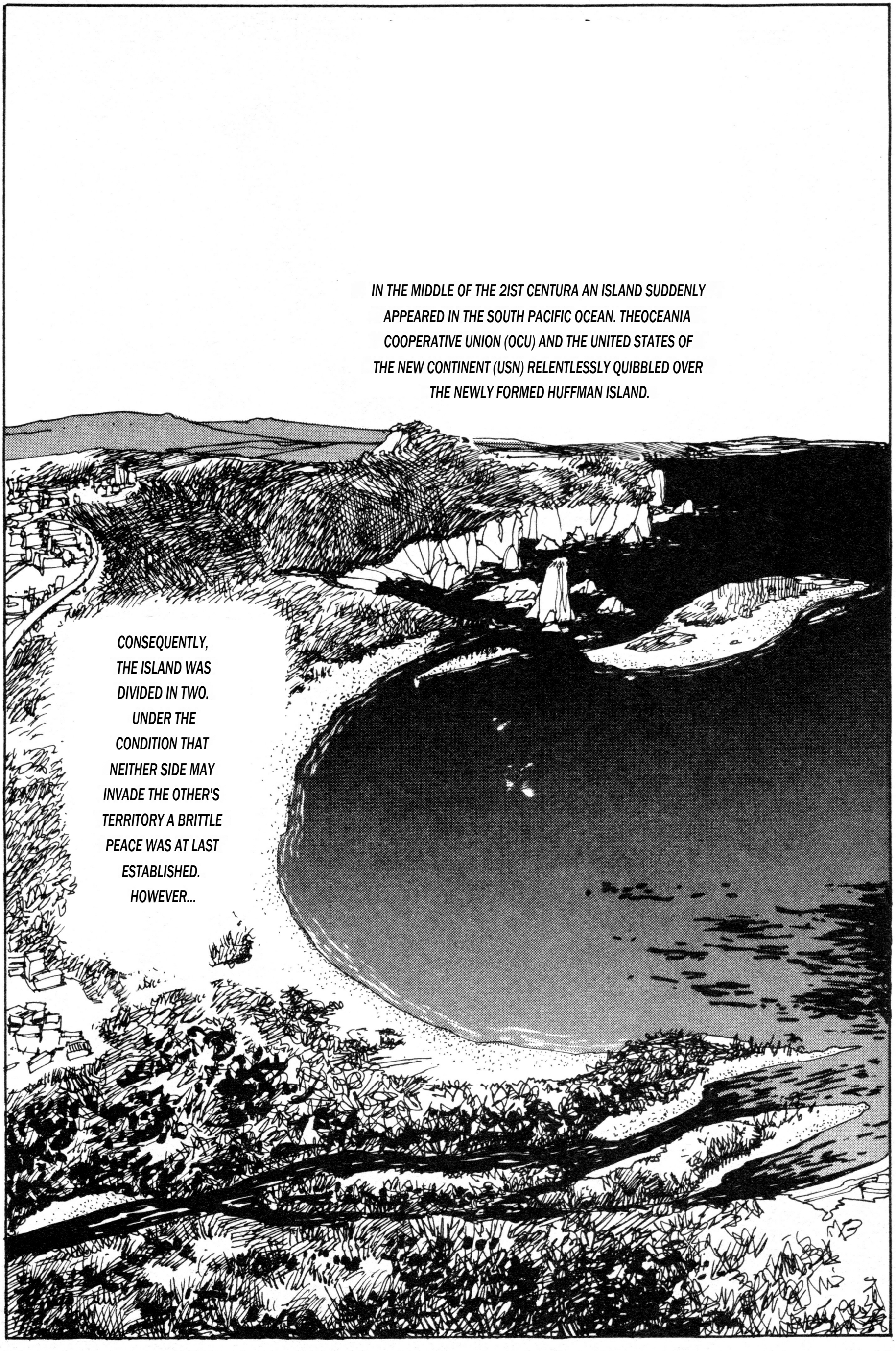
An illustration of Space Wanzers and a Carrier. A sneak peek of what the Future could potentially look like

The Future of WAP

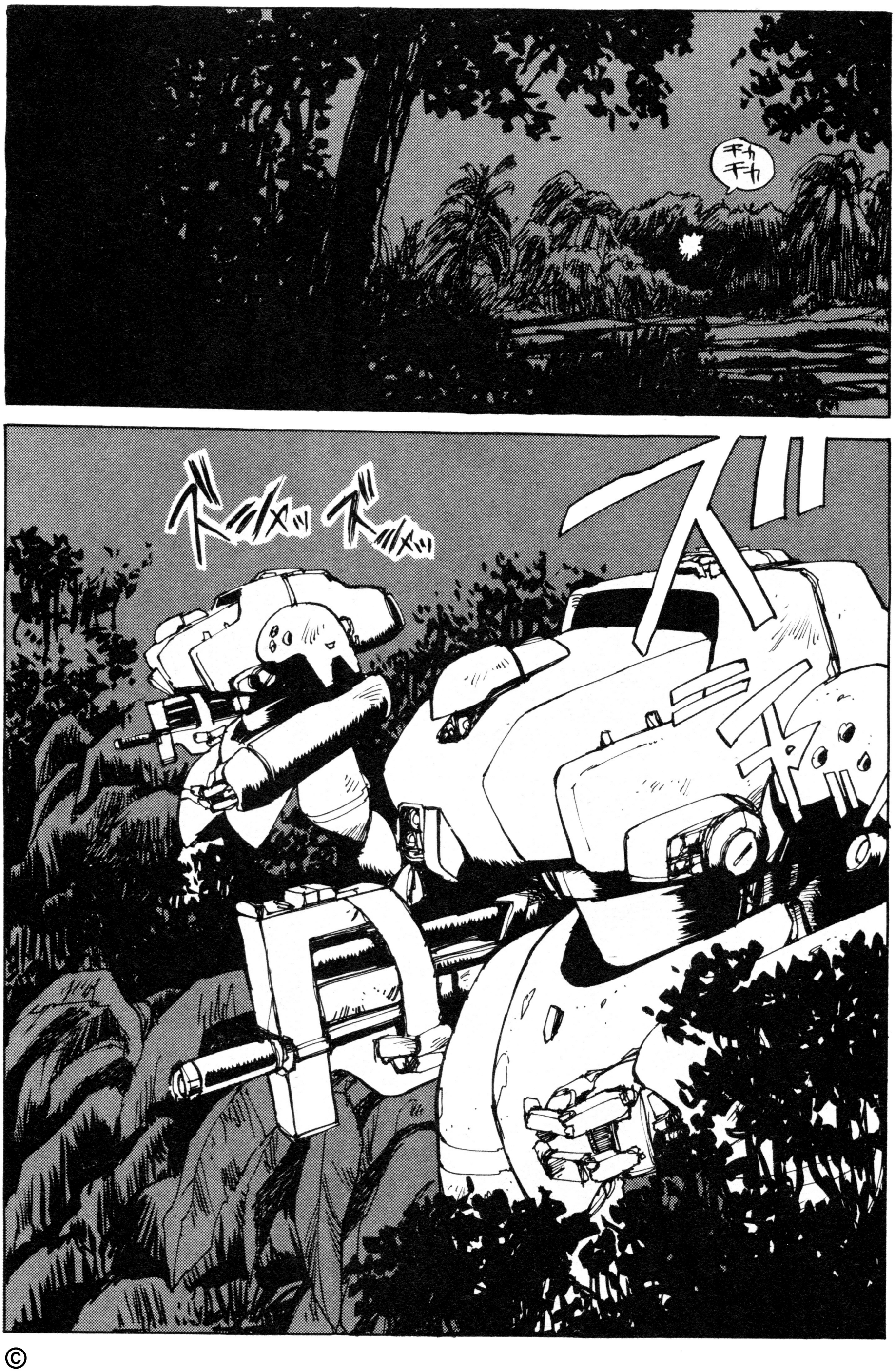
As of 2090, the military industry is extremely interested in outer space weapons. Most military officers are of the opinion that in the 22nd century, Space will become the main theater of war. Orbital satellites which transport energy and information have become crucial installations capable of swaying a country's fate. Various nations are also promoting plans for space colonies, and it is safe to assume that once those plans start to lay fruits large scale immigration will be undertaken. But for as long as humanity exists, so will wars and conflicts. As such, when the Space Age begins, so will the age of space weapons begin. The Wanzer has up to now been the star player of land based warfare, and it is unclear exactly how its makers will respond to these new demands. It already seems like the leading players of the industry are putting together plans for a Space based Wanzer. The current theory is that a humanoid shape would not have any particular advantage while in the void of space.

However, they still seem to be dead set on keeping to the Wanzer's format. The main reason for this is that Wanzers have already proven their worth when it comes to gaining control over key positions. To be brief, the Wanzer's role will be to replace infantry. Once you enter a Colony or a spaceship the resulting combat will be land based in which the power of the Wanzer has already been proven. On top of that, thanks to the Wanzer's manipulators it is capable of a wide variety of operations beyond merely suppression and destruction. As mentioned in the previous pages, developing Wanzer for use in extreme environments carries a large amount of risks. However if the cost problem can be dealt with, having Wanzers replace infantry and construction crafts in a space environment is not an improbability.


トラップ・ゲーム
Tt~ap Game
松岡大秀
Matsu daJ^Whu


IN THE MIDDLE OF THE 21ST CENTURA AN ISLAND SUDDENLY APPEARED IN THE SOUTH PACIFIC OCEAN. THEOCEANIA COOPERATIVE UNION (OCU) AND THE UNITED STATES OF THE NEW CONTINENT (USN) RELENTLESSLY QUIBBLED OVER THE NEWLY FORMED HUFFMAN ISLAND.
CONSEQUENTLY, THE ISLAND WAS DIVIDED IN TWO. UNDER THE CONDITION THAT NEITHER SIDE MAY INVADE THE OTHER'S TERRITORY A BRITTLE PEACE WAS AT LAST ESTABLISHED. HOWEVER...

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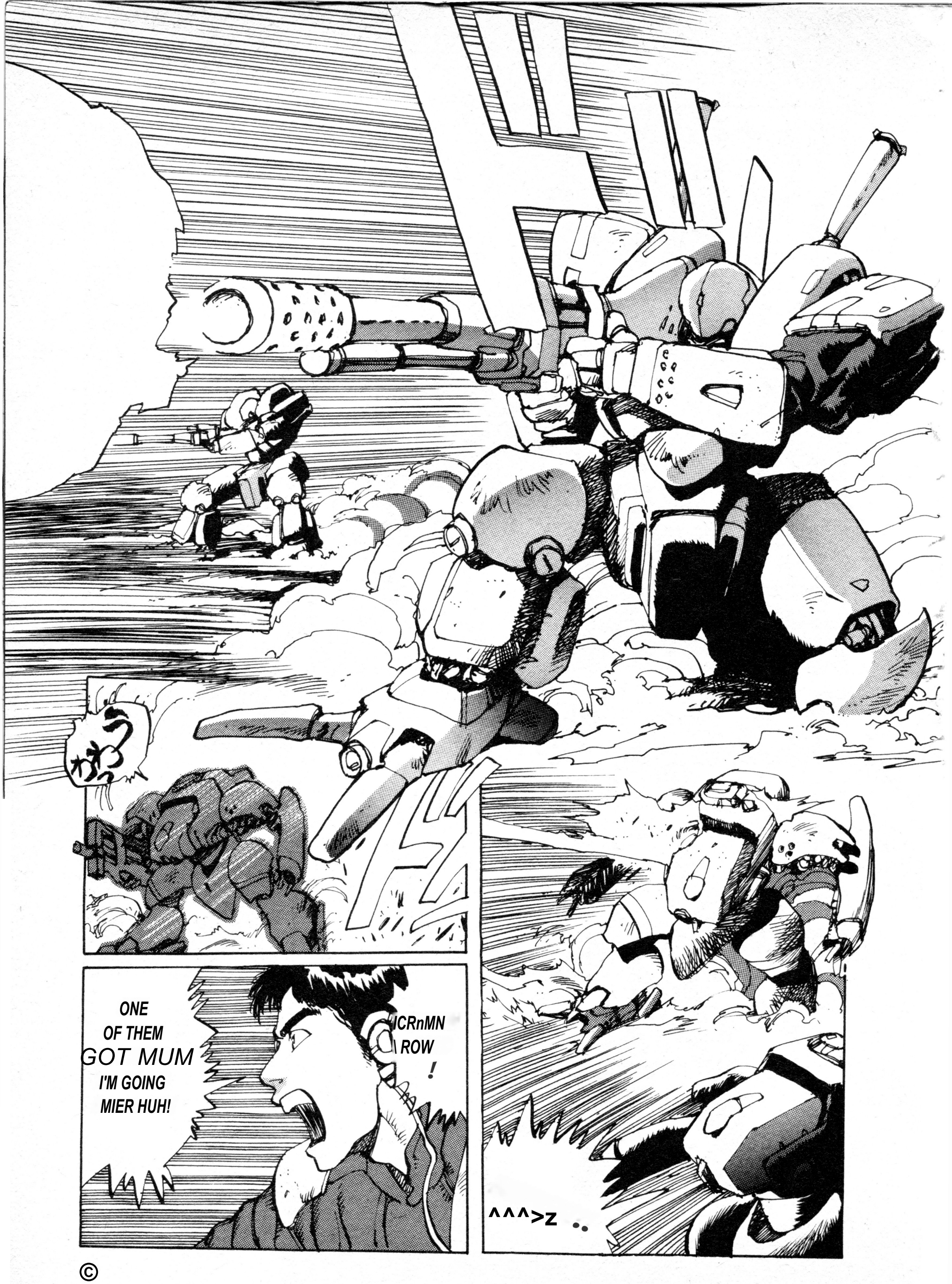

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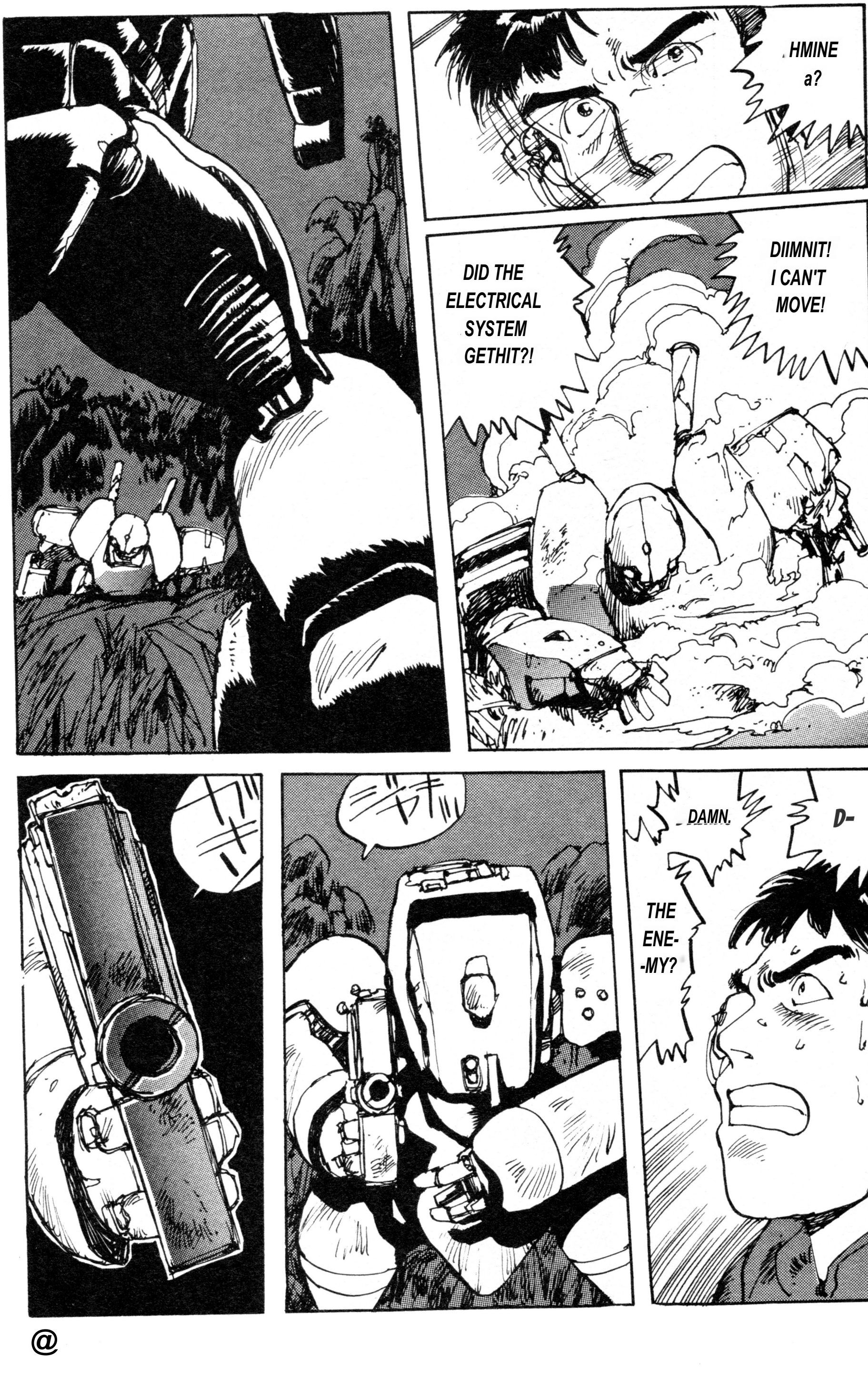
ズシャ ズシャッ ズシャッ
パシュッ
' Five Wanzers oF unknown aFFiliation spotted
!
DESTROY THEM ONE BY ONE

©


うわっ
ONE OF THEM GOT MUM I'M GOING MIER HUH!
ICRnMN \ ROW !
^^^>z ..

©


LET ME GO CAPTAIN! I CAN'T ENDURE THISANY LONGER!
' TURNBACK!! THE BORDER IS TOOaOSE, WE CAN'T CROSSINTO THEUSN'S TERRITORY!
STOP SAKATA!
BUSTARD! WHERE ARE 1 VOUHIDING?
UWAH!!



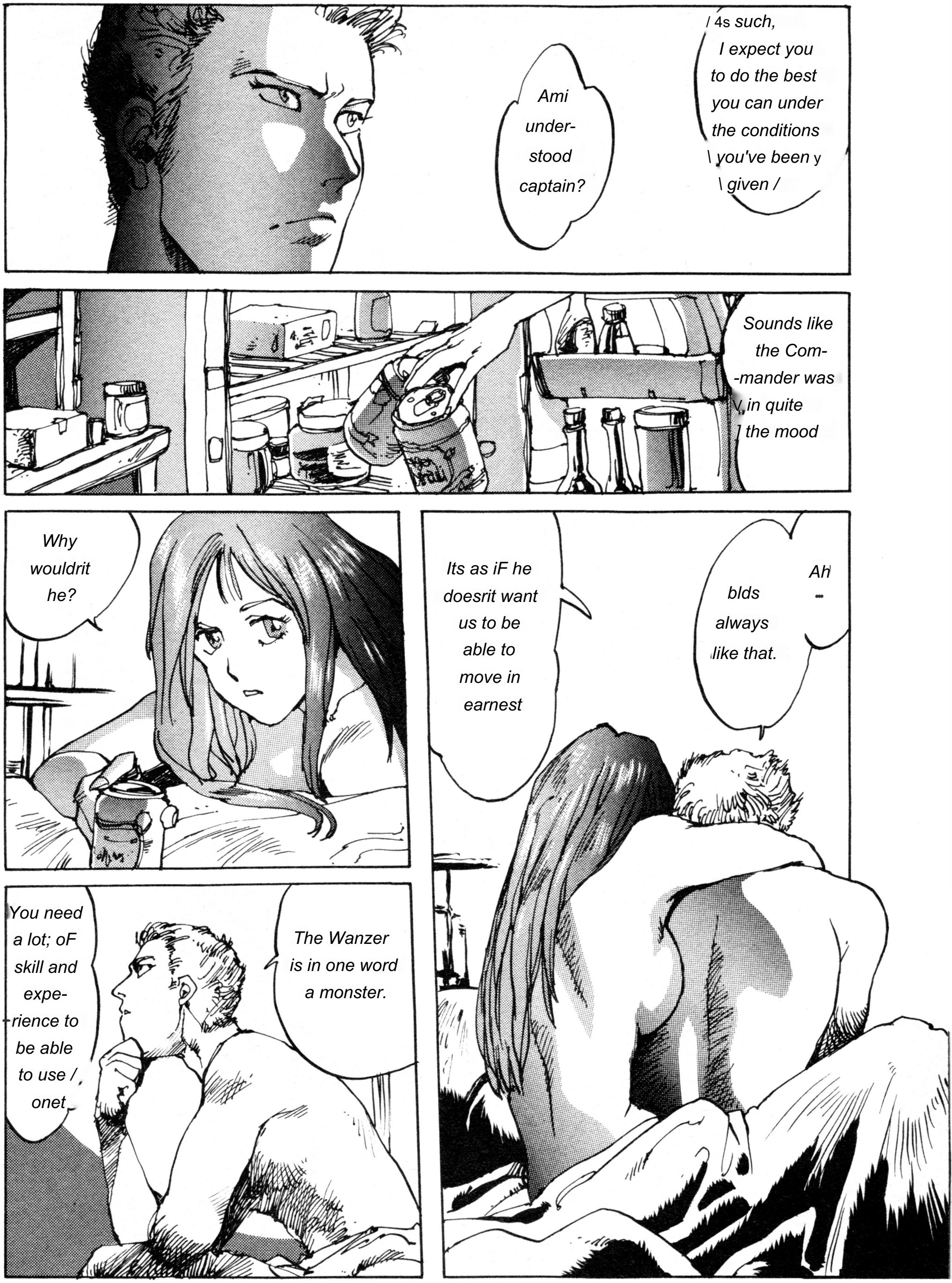
HMINE
a?
DIIMNIT! I CAN'T MOVE!
DID THE ELECTRICAL SYSTEM GETHIT?!
D-
DAMN.
THE ENE- -MY?


Captain / I thought I I had made myself clear. HuFFmar/s current cease Fire is in a / . precanous I 1 position /
Captain Royd.
Cap-

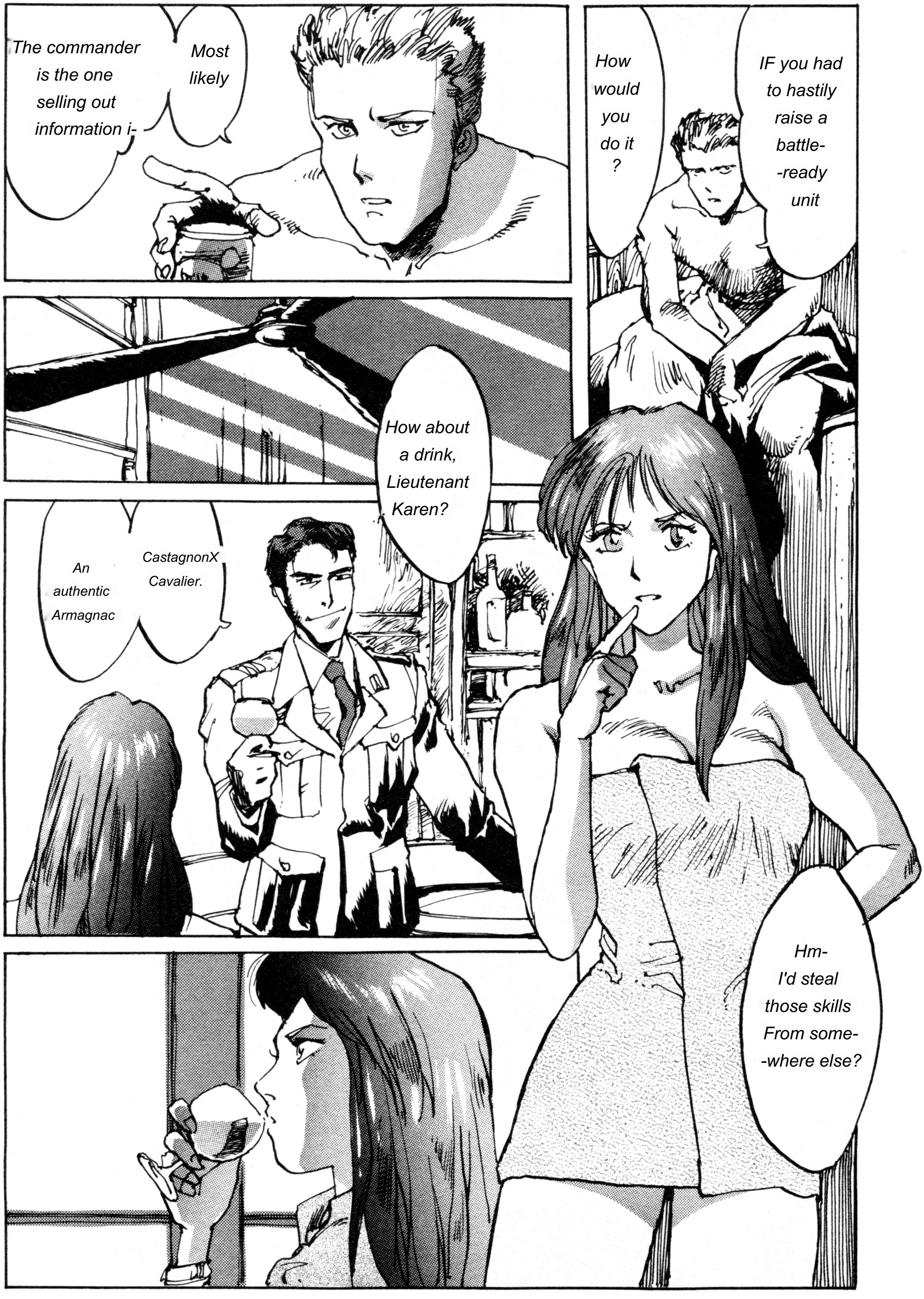
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Over the past several months
Unidentified Wanzers squads have repeatedly trespassed into the OCU's territory.
Your squads Mission is to drive back those [trespassers.
y &^ ^Commander Kyle, our actions are too restricted. Since we are strictly Forbidden FrominFriging on the USN's territory'
As soon \ as our Foe finds itself atadisad- -vantage they're Free to retreat \ into USN / tend
/ Under 1 these conditions weare unable to Fulfill our duty
And also
There is a possibility that our intel is being leaked to the enemy.
Spies .huh?
That worit bean issue
I cartt do anything about those restric- -tions.
You're one oF the leading experts when it comes to Wanzers

©


4s such, I expect you to do the best you can under the conditions you've been given
Ami under-stood captain?
Sounds like the Com--mander was in quite the mood
Ah
blds always like that.
Its as iF he doesrit want us to be able to move in earnest
Why wouldrit he?
The Wanzer is in one word a monster.
You need a lot; oF skill and expe-rience to be able to use onet

©


IF you had to hastily raise a battle- -ready unit
How would you do it ?
Hm- I'd steal those skills From some- -where else?
The commander is the one selling out information i-
Most likely
How about a drink, Lieutenant Karen?
CastagnonX Cavalier.
An authentic Armagnac

®

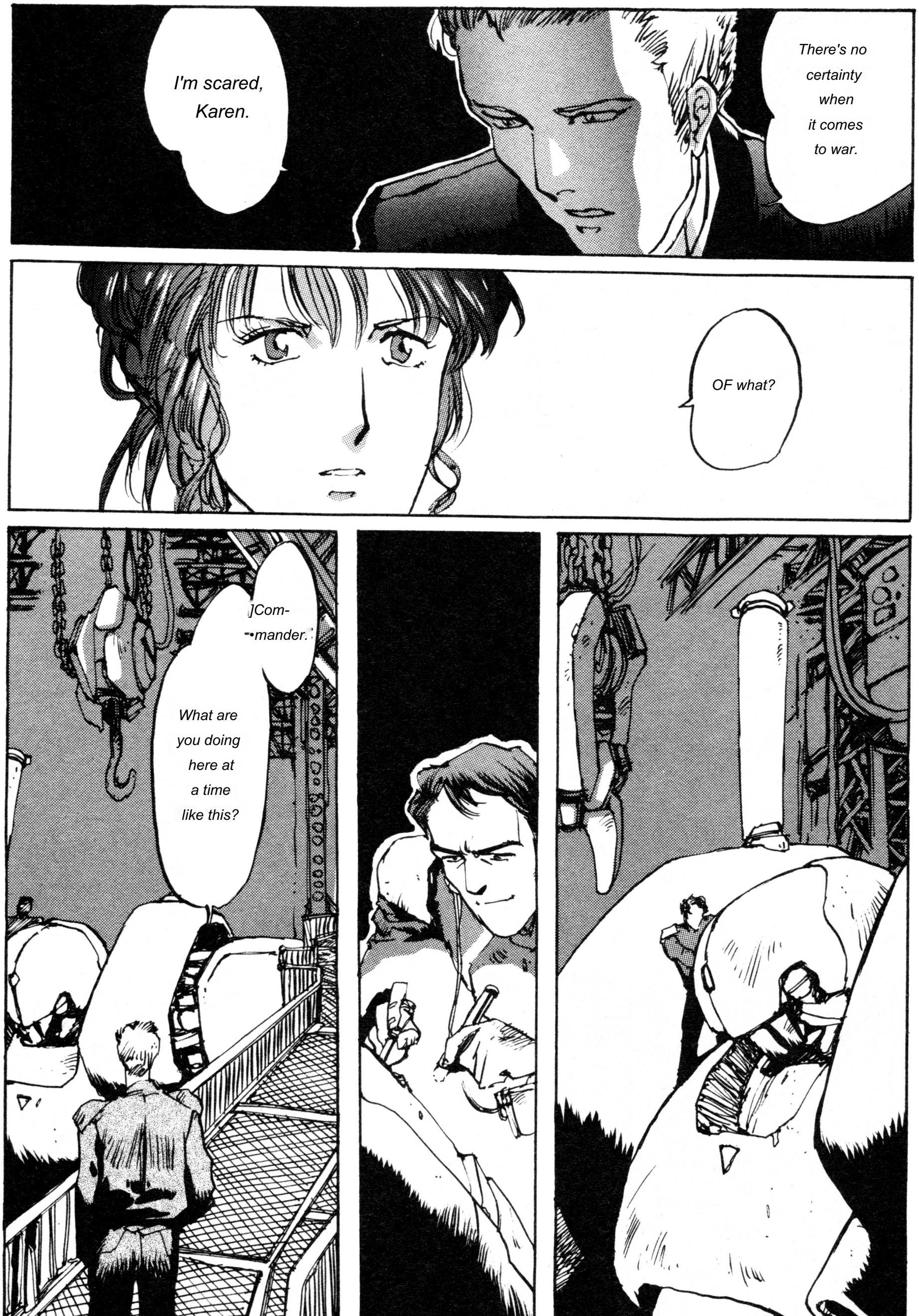

To think the good captain is bethrothed to a woman like you.. I mustadmit I am jealous.
From the way I see it he's quite the boorish man
......
He thinks oF nothing but war A soldier through and through.
Unlike me, he knows nothing oF HFels Finer pleasures
How about it, Karen?
IF we were together I guarantee you'd never be bored.
My what a Funny joke.
May I be excused? Com- -mander.
Listen well, lieu- -tenant
Those enthralled by the battlefield-
Will only Find their deaths there.


Let me predict this:
Royd will die on the battlefield beFore long.
Do your best to remember that.
うおへっ
Amazing. Karen!!
Truly the belle < oFour Panzer squad.
A toast to the lieutenant the jewel oF the southern seal!

©



Take a look Karen
TheUSN's soldiers are set up right across that dark border
Even now they're preparing For war.
Why do you think we were stationed here ?
Wdre Just; meant to gain time.
Time, so that the politicians can come up with a better solution.
That's all.
IF there's a .tomor- -row …
Oh.
Sony Karen
Tonight is supposed to be a party.
We'll have plenty oF time to think oFWar tomorrow.



I'm scared, Karen.
There's no certainty when it comes to war.
OF what?
Com- mander.
What are you doing here at a time like this?


Captain Royd
I could be asking you the same thing J
Iwas patrol- -ling
And you?
Captain
We haverit known eachother For very long but it's been an , pleasure.
You're not even going to deny being a GDV?
'For all the good work you've done developing your squads Warner , tactics ...
I've no choice but to commend your many accom- plishments.


I've been leaking every minute details oF you and your squads activities to the { USN.
All thats left to do is to bring back the battle data stored on your Warner's computer.
Weill then obtain all the details oF your tactical skills; which are considered top notch in the OCU army.
ば
COMMANDER! DON'TMOVE A MUSCLE! I'M PUTTING YOU UNDER ARREST !!

@


Ueh
A pistol huh? blow dull.
Since we are both well acquainted with < Wanzers,
How about we play a game?
Dorit move !!
A game where we'll wager our very lives ...
SH-!!

©


SHIT!!


ドンドンドンドン


STOP THE FUEL
UNO THE
AMMO FROM
IGNITING'!
ROW
11
ズシャッ
ズシャッ
ズシャッ
Kamn.
How many H/anzem
am stf//operationa/P
/ About three were
spared From the Pre.
We can have
two more repaired
in about haiF an hour.
Three is
enough.
Me, you
and Sakata
will be
sortieing
at once.
ARE
YOU
HURT?!
This is
nothing.
Justgo
and tell
Sakata
to bring
those Vynce
missiles
packs I
with him. 7


W^re getting pretty close to the border.
Nas the commander already reached the USN's territory? /
No, he's likely lying in wait
Ne considers\ this to be) a game. I Since he \ wants to prove himselF he likely hasrit run away. /
Shall we stay the course?
No, I've got an idea

©


I've got ten Wanzers on my side. They've crossed accross the OCU's border For just this occasion
I can see you approaching clear as day on my sensor
Captain
So you came ...
FuFu ...
The OCU's most elite Wanzer squads I'll be ending it with my own hands
Dorit take too long now.
We're all waiting For you.
Two oF them ap- -proaching
Targets moving north north- -west.

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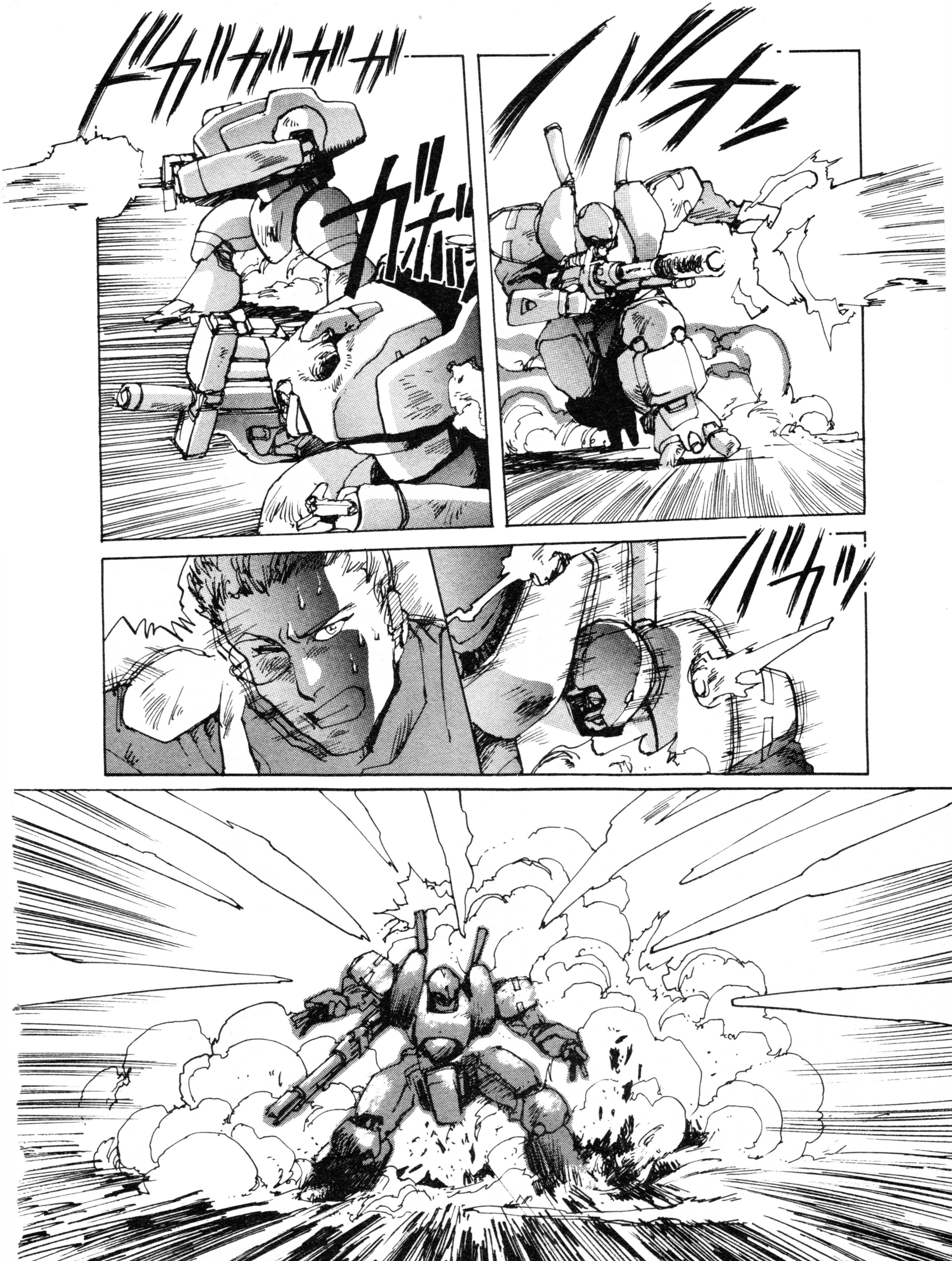

Enemy spotted. I'm reading ten WAPs.
What are we going to do?
I'll go For--ward through the pit ahead.
You'll wait here and stay on standby.
YOU'RE JOKING !!
YOU'LL BE COMPLETELY HELPLESS UNDER THE ENEMY'S CROSSFIRE !!
Those are the needs oFthe operation.
I'm entrusting my life to you. You'll come aFter to make sure I dorit get captured by the enemy.
Its just as the com--mander said ...
Royd
You..
Um?
FINE!!
SEE IF I CARE IF YOU END UP DYING !!

©



Still …
I 'wonder iF its alright For me to just stay here and wait For the | J signal. |
Oh.
Looks like they're Finally starting.
THE ' ENEMY IS ROYD ALONE
SUR- -ROUNI MD KILL HIM it

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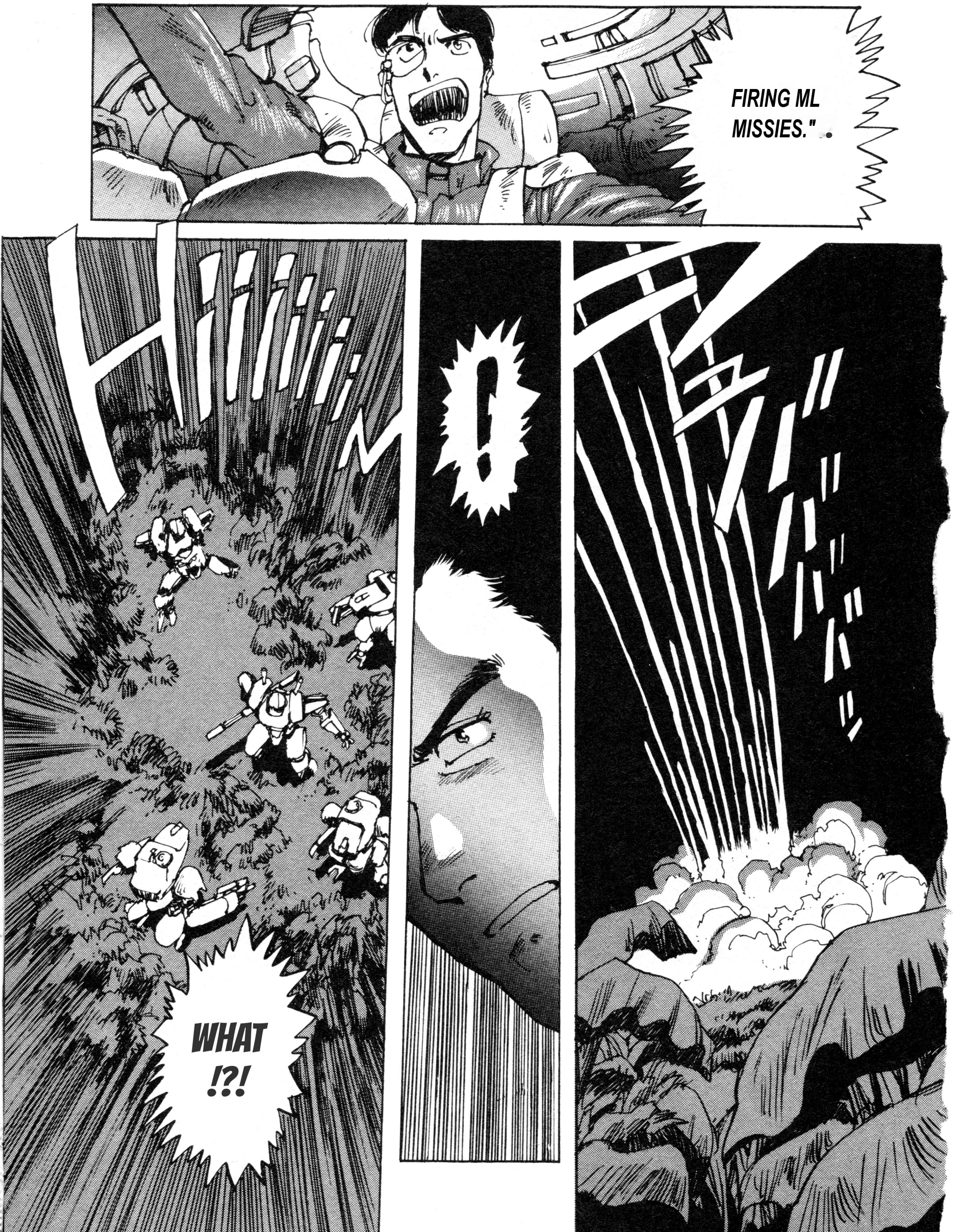

ドオン
ドガガガガ
ガボッ
バガッ


DID WE GET HIM r??
Com- -pletely des- -troyed.
Maha ...
Looks like its my win captain

©


Sakata Pa you copy?
Can you see my wanzer's beacon?
Yes, Captain
Iwas starting to worry you'd got yourself killed.
Clear as clay.
Then aim at it and fire all your missiles!!
Roger that !!
Though Captain. You might get caught up in the Fire too.
Those missiles are heat seeking I'll be fine
Give it to them Sakata.

©


FIRING ML
MISSIES."
!
WHAT
!?!


NO
WHY
...
MIS-
SILES
...

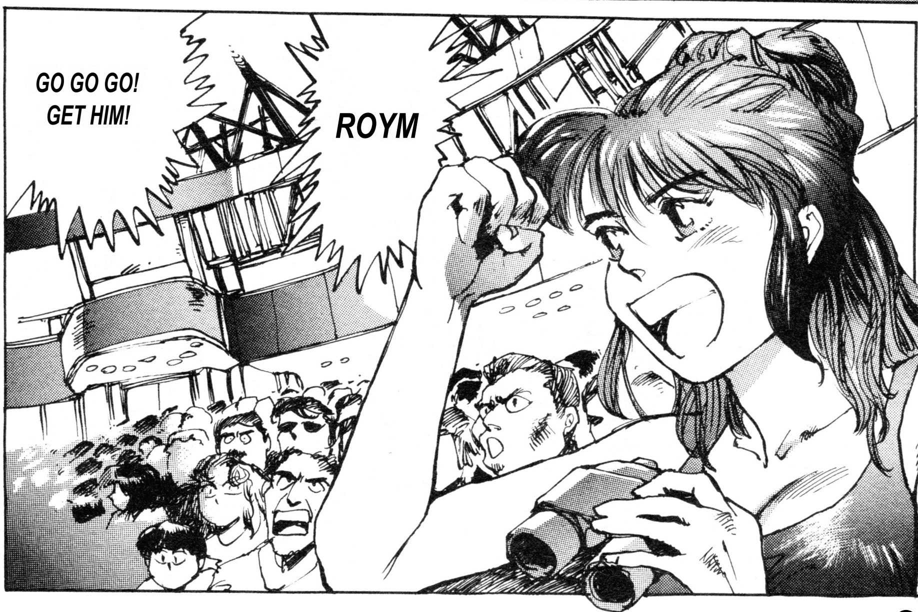


Lieutenant Sakata.
Thia is Karen.
Do you read me?
Royd is wounded
Cail the base and ask for a medical rescue team im-
■mediatelly'
!!
Ah. Karen.
Thanks
I wonder if we'll make * good partners ...
We will, I've no doubt about it.
I'm glad I met you ...

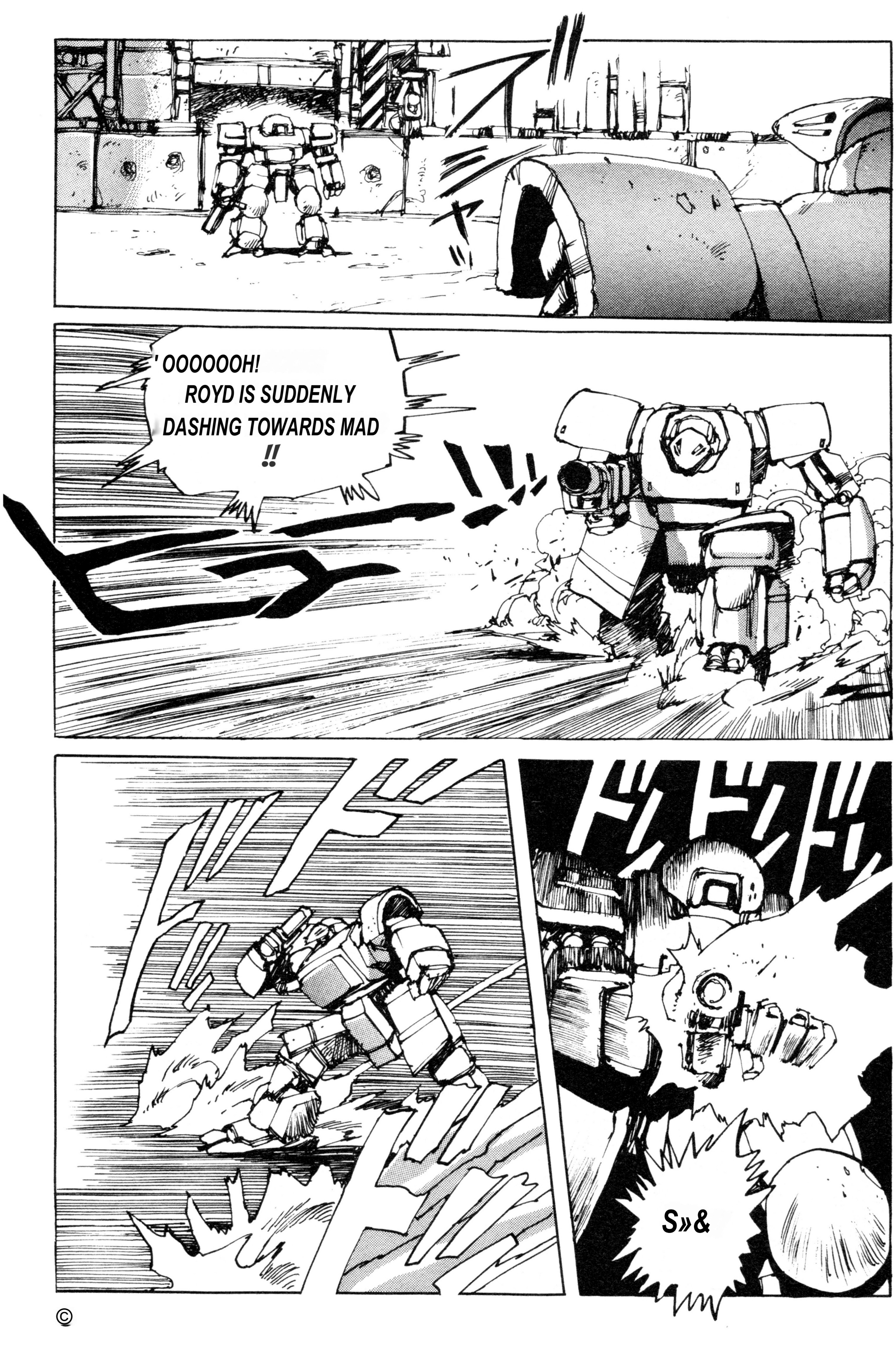

SHORTLY AFTER, THE CEASEFIRE WAS BROKEN,
MD TRE SECOND HUFFMAN CONFLICT STARTED.
CAPTAIN ROYD CLIVE AND LIEUTENANT KAREN MEURE,
WERE DEEPLY INVOLVED IN THE EVENT
WHICH KICKSTARTED THE WAR.
HOWEVER THAT IS A STORY
FOR A DIFFERENT TIME...


REVENGER
リベン渉宗
椎
IBtSIL^jIshu
L雰


In those clays,
I was always tired-
However, someone or something
was endlessly whispering in my ear.
"FIGHT!" „
AND FOR TODAY'S MAINEVENT! THE KING OF HELL "ROVD CLIVE" VERSUS THEDAREDEVIL OUTLAW "MAD DRUGS"
!!! j


GO GO GO! GET HIM!
ROYM

©


' OOOOOOH!
ROYD IS SUDDENLY
DASHING TOWARDS MAD
!!
S»&

©


グオッ
ズガッ!
ドガガガ
バチバチッ
GUH!!


OOH. NOW THATIS TRULY IM--PRESSIVE!!
ROYD CLIVE HAS PUT DOWN MAD DRUGS IN A SINGLE BLOW!! $
わあぁぁぁっ
* ROYD! YOU'RE THE REST!!
wa > HM/h HMM. !!
THE LARCUS I NO--DENT!
ONE YEAR AFTER THAT INFAMOUS EVENT.
TUEOO/S GREATEST * WANZER PILOT —
To think he's been reduced to Just a Fighter in a arena-
You want him For Canyon Crows?
Do you really think he'll come iFyou just ask nicely? /
Ne will.
I've got a compelling reason that he won't be able to ignore^


WH-
WHO'S THERE if
Hey now, thats dangerous
Its not polite to point ague at a lady, you know?


Nice to meet you.
I Oh and sorry For barging inun- -invlted
I Still ' I wanted to meet you anyway I i could
I'll give you an auto- -graph iF you want one after thatjust leave
Ney now,
Shouldrttyou be saying something else, seeing me dressed like this?
DIIMNIT! LET GOU
OU-OU-OUCH! I GOT IT, I GOT IT, I'MIEMINGU
IMPOTENT' BRSTRRD

©


' Umm. Maybe my approach was a bit .too direct
WHAT A SPLENDID ATTACK FROM EARTHQUAKE GREW!
OHHHH! WHATANABNOR- . -MAUV TOUGH FIGHT FOR THE UNDEFEATED ROVDCUUEH


I DON'T GIVE A DAMN IF TOM AKINGORA JESTER FROMHB.L
I WON'T IFTA BRAT UIS YOU
KEEP UP THAT ARROGANT ACT OF YOURS FOREVER!.'
UOH!


OOO-
-OOOHU
WHERE COMES ROWS IAST- -RESORT annex'!
THEY'RE BOTH DOWN'!
ROW! COME OUT!!
HOW DARE YOU BUST UP MY WANZER'!

©



STOPIT GREW!
YOU CAN'T Kill PEOPLEIN THEARENAU
ROYD !!
THE NEXT TIME WE MEET Will BE YOUR DEATH! REMEMBER THAT!!
....
Hi. Royd.
Todays Fight' was pretty tough huh?

©


......
More or less
A dry martini, please,
Are you Chinese?
WorityoL I tell me your^ name?*
Japa- -nese.
The name's Mika Yoko- sawa!
Doesrtt this Chinese dress suit me though?
I must say this is much better than the other night.
Makes me wonder if scaring other people^ is just your hobby.
To think the King oF Nell would be aFraid oF a simple burglar-
Not even in my wildest dream could I have imagined that .


"King oF hell", huh?
Thats just something the pro- -moter started calling me on his own-
To tell you the truth.
I'm quite the timid man-
Well now, isn't that unFor- -tunate.
I wonder iFthats really true
Royd.
You used to be in the army, right?
Maybe even an officer? Am I wrong?
What
Makes you think so?
I may look like this, but I know quite a Fair bit when it comes to Wanzers.
Your Warner's strength in close combat is way out oF the norm.
It also looks like your computer system was designed For battle. And its expertly tuned on top oF that.
Only someone with pro- fessional expertise could have done this.


'Would you like to pick up where we left off the other night?
quite the peculiar girl.
You are
I'm surpri- sed.
I see.
WHAT IS THUS 77.
KAREN'!
KAREN .117
WHAT ...
WHAT THE HEU JUST HAPPENED!

®


MAMA -AMAM -AAAM -AAMAA -AAM AAAMH
ROW!! ROW!!!
ROW! DON'T COMEANY .CLOSER!
AAAAAAH!
AAAAAAH!
THIS IS YOUR ROOM!
ITS ALRIGHT!
MOM -AAAM -AAM -AAAAMH
I couldn't protect you.
Karen.
Karen.
I couldrit protect you.
ROYD!
WHAT'S WRONG?

®


From the^ First time I saw you. I already knew-
That your heart had been broken in some way.
That you were a person who was suFFering From a deep sadness- A
Yo.
Well arer/t you in a good mood.
f I've heard you've been visiting Royd quite a lot lately.
Airit gonna let you keep running away From me.
m have you keep me com-' -pany today.!

®


Mika?
Yo. Royd.
Took your time
This girl ...
She'll shake her tail at any- -one as long they ride a Wanzer-
Shejust carit help herself.
Grey-
Why would you do such a thing-


GUOH!
Hey, Royd.
Did you really think that / was the kind oF nice guy who'd stay quiet I while you took his woman? /
You know I dorit really k like 2 trouble.
And iF I let you | nde a Wanzer, I'll have nothing | but troubles. So thats why I'll be dealing with you here and now.
See ya. Royd.
©


ROYD
!!
STAND
m...
ギャ
ドガガガガガ


fUEGOT TO GET TOMY WHNZER
SHIT!! HEHM FRIENDS WITH HIM?

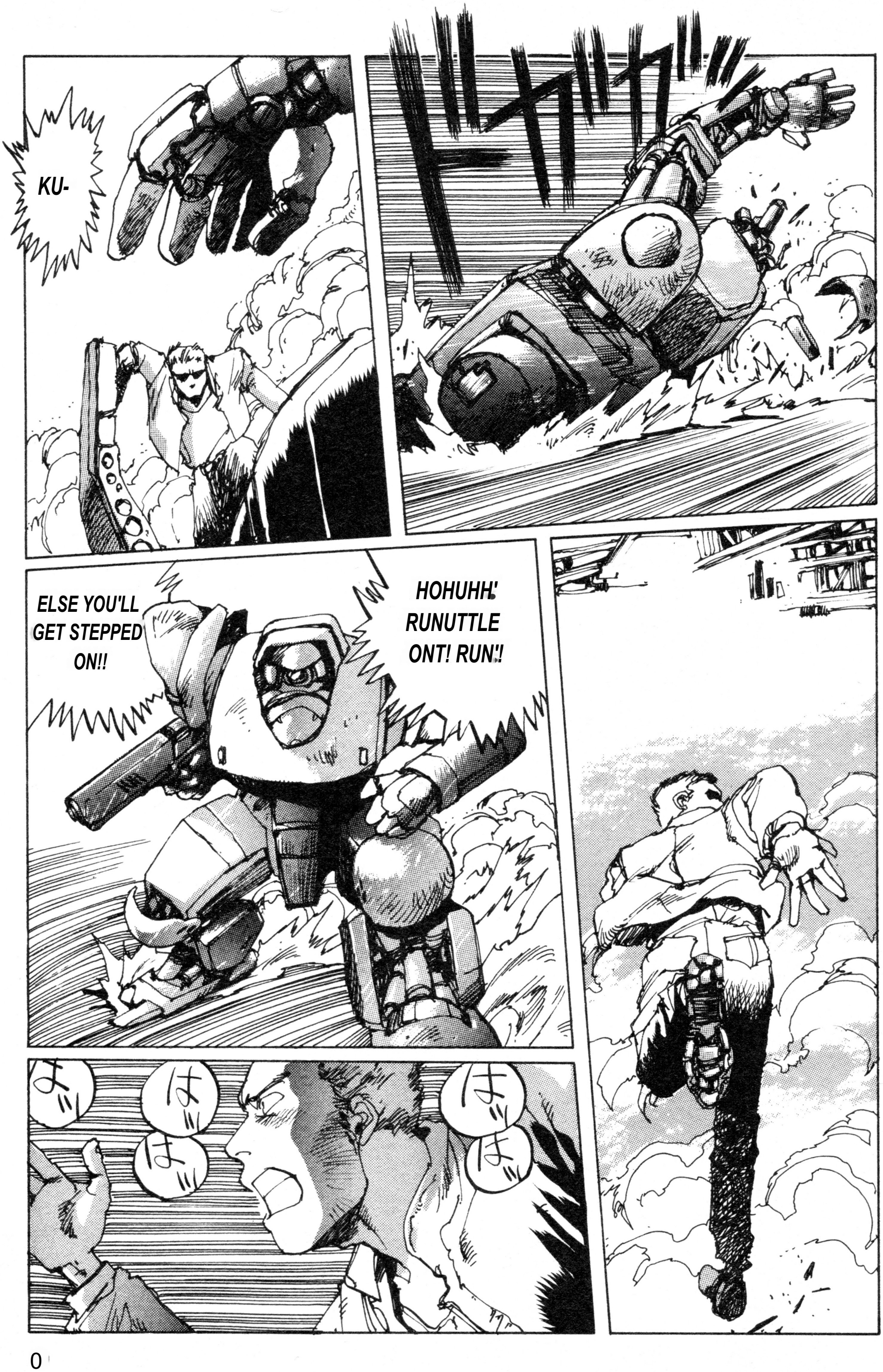
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WAT YOU ROW?
GREY! WE'RE GOING TO SETTLE THIS JUST LIKE YOU WANTED!!
COME
I'LL AT LEAST PRAISE YOU FOR NOTRUNNING AWAY WITH YOUR TAIL BETWEEN YOUR LEGS!!
THOUGH, AGAINST THIS PIECE OFJUNK ITWON'T EVENBEA CONTEST

©


DIE!'
TRYING TO GET CLOSER SO YOU CRN TAKE ADVANTAGE OF YOUR CLOSE COMBAT SKILLS
?!
IDIOT fi
VOUREOLIV THINK IV. FAIL FOR THE SUIT TRICK TWICE
!?!


KU-
HOHUHH' RUNUTTLE ONT! RUN'!
ELSE YOU'LL GET STEPPED ON!!

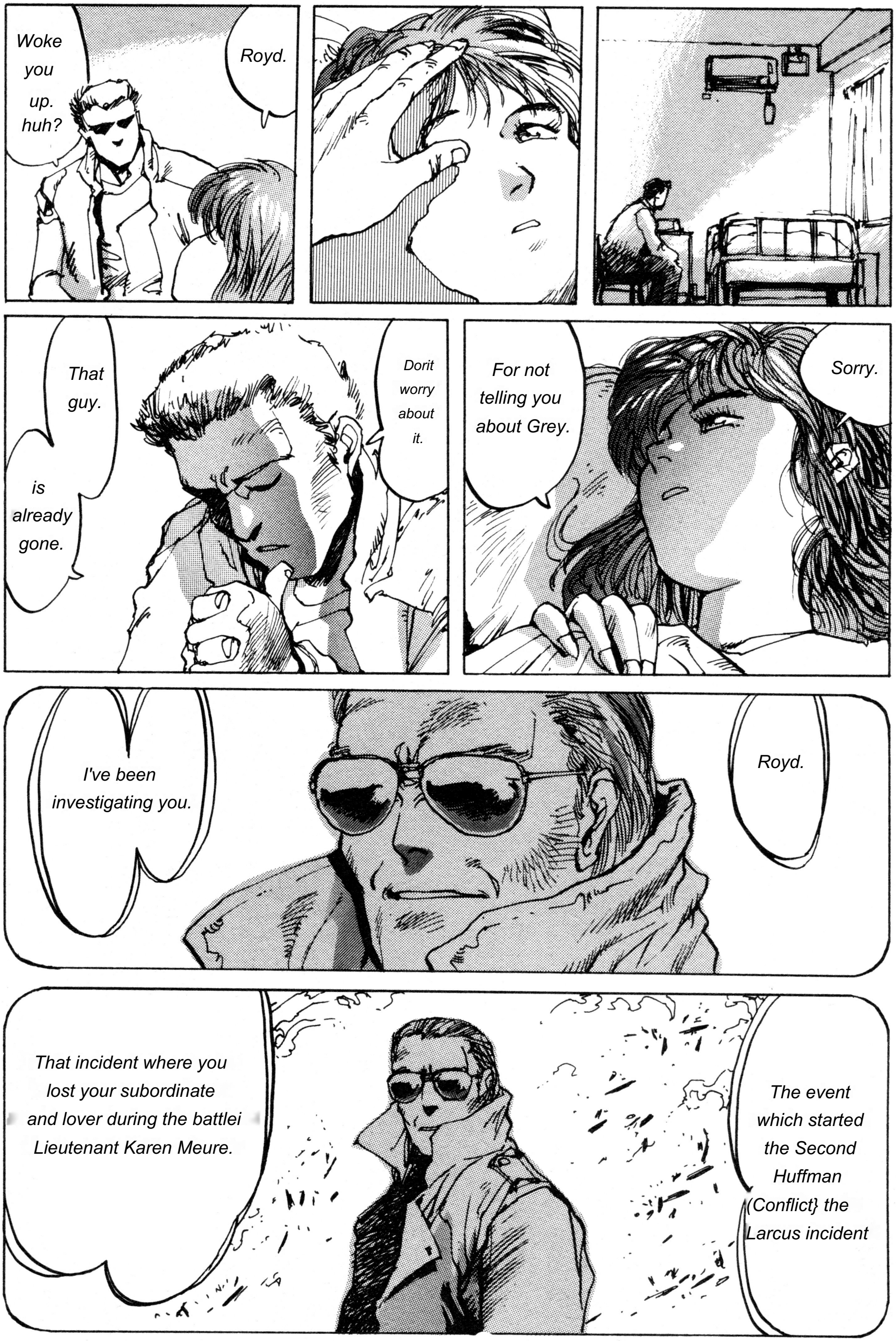

ヒュウウウウンッ
チャッ
ドンドンドンドン


HM!?
WHAT THE 17
ns if ii . \ HANDGUN MOULD WORK 'I AGAINST \ A WANZER! . MORON!! ,
THE BRAKES AREN'T WORKING .tn


uooo-
-OOHH''.
WAS HE AIMING i FORTHE BRAKING SYSTEM, ALL ALONG ?!?
IM- -POS- -SIBIE 10

®


グオオオオ
Some^ -how,i
/ Yotive i managed to get through this alive.
My name is Guri Olson. ^rom the OCU's army mer- -cenary corp.
I've come to hire you.
The OCU's ...
army ...?


Woke you up. huh?
Royd.
That guy.
is already gone.
Dorit worry about it.
For not telling you about Grey.
Sorry.
I've been investigating you.
Royd.
That incident where you lost your subordinate and lover during the battlei Lieutenant Karen Meure.
The event which started the Second Huffman (Conflict} the Larcus incident


What is that?
I'm giving Ms to you.
All the fight money I've earned up until now.
MP
And then …
During yourdespah you were disho- -norably discharged From the army.
And now …
You've Fallen so low as to be- -come a fightei in the arena and spend your days roaming the streets aim- -lessly- Ami wrong?
Mika.
This is good- -bye.
I wor/t runaway From my dreams any longer
Dreams …?
What the hell are you talking about?!

®

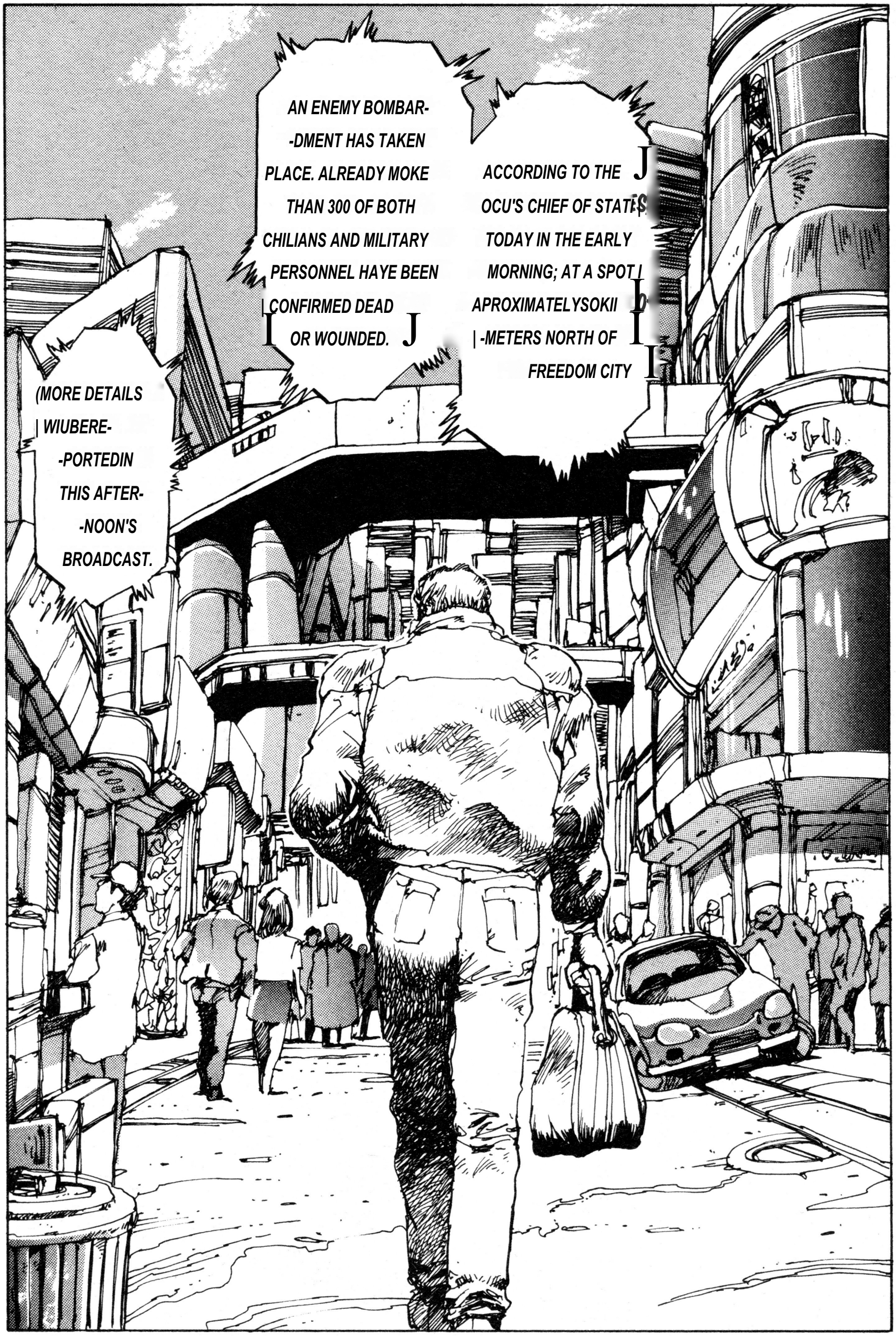


Ever since Karen died
I've been relieving these moments everytime I dream.
That time ...
When Karerte Wanzer was caughtuP in the blaze-
We need a pro like you Royd
Come to my squad. Canyon Crows.
IF you enlist there's more than a chance that you' ll be able to Find the Wanzer who killed your lover.
I'm leaving
I'm going back to the army.
I'm tired oF being ^Fraid oF my night- -mares.
WAIT ROW!!
/DON'T NEED THIS MONEY!!
THAT'S UIHV-

®


Sorry.
I wish …
I was never a soldier and
I had met; you earlier …

©


ACCORDING TO THE OCU'S CHIEF OF STAT TODAY IN THE EARLY MORNING; AT A SPOT APROXIMATELYSOKII -METERS NORTH OF FREEDOM CITY
AN ENEMY BOMBAR- -DMENT HAS TAKEN PLACE. ALREADY MOKE THAN 300 OF BOTH CHILIANS AND MILITARY PERSONNEL HAYE BEEN CONFIRMED DEAD OR WOUNDED.
(MORE DETAILS WIUBERE- -PORTEDIN THIS AFTER- -NOON'S BROADCAST.


We were unable to prevent some minor leaks oF classiFied inFo.
We also car/t underestimate that Driscoll oF the Nirvana Institute.
InFormation came out that his opponents were the inFamous Canyon Crows, iF that's true it's unsurprising that the best they could do was blow up that hospital.
-.And?
4s soon as we were aware oF the leaks pertaining to the research that took place in that hospital, we shut down our network and then took care oF the whistleblower.
All thats left For us to do is to run misin--Formation on the bio research and this will be the end oF that.
Wouldrit undertaking such large scale mea-sures give all the more credence to the inFor--mation leaked?
Right now what we need is to make sure that ZaFtrds name does not come out in the open and our connection to Sakata industry must also stay unnoticed.
レイトフォーデ1ナー
Late tor Dinner
Minegishi Tatsumi
峰岸達実
In that case, rather than doing a poor coverup job and accidently exposing ourselves, it would be more certain to make everything that could be linked to us disappear.
The only inFormation that will anse From the ashes is that an entire town sud--denly disappeared To the best anyone could Figure-
The reasons behind that disap--pearance will stay unknown.
I see-
What la pain-


DDRI
DDO
GGIIIEEEA
WOAH!
Ok.
Alright, 1 try to turn] thisway.
All we've got left to do is get back.
It's Fine-.
Sorry- Looks like I ended up slowing us down.
Guess we've^ got no choice but to lower the electric charge and see how it goes.
GAM
Well we've managed to get that Nover moving somehow but- Its in rough shape, it wor(t last much longer.
There shoulddt even be any commercial sea routes around here-. Is it just stranded?
Why is it stopping in such a place? Is there even a port nearby?
Look at that huge tanker.
Oh.
Yup.
Anyways lets just grab some- -thing to eat.
Huh?
Some- thing weird is hap- pening
Oh
Nans, can you check this up with the port au- -thorities?
Ok.
I wonder iF that's really the case-.
©



irsn SUBMARINE
...??? /
Yo, Hans!
Already on it.] Looks like it wasrit a stran- -ded ship after all. A
What the hell is that?
Doesrit seem to match to any- ■thing in either the- Port authority's records or the OCU's warship database.
It's receiving launching sequences For nuclear missiles
And besides look at this j

®



So then.
So then its really a submarine and not a tanker aFter allP-
our First guess wasrit wrong perse. It was using a commercial line as camouflage, it made it harder to pinpoint its exact identity.
J. J ! Contact Colonel Orison! We've got to warn Royd and the others ASAPH
Got it.
This goes without saying but,
IF we're to trust this counter ...
It seems like ' those missiles will be right above Greyrock in about 30 minutes.
00:34:
Um.
In that case-.
IN THAT CASE WE'VE STILL GOT TIME!! !EWE IUSTMOVE BYOUR-
TSeems' they've already made up their k minds
Umm.
Hey now, just think about it For a minute-
IFTHEHT^ GONE AS FAR AS TO USE CAMOUFLAGE, THEVAREN'T THEKIND) OF AMATEURS) TO JUST SEND A \ SUBMARINE UNSUPPORTED!!

©



This.
★Click*
You have to assume they've carefully set up their forces with the expectation of land battle as well!! What the hell do you think you're doing!?
ZWM
shVow shVow
KYMH!
Looks like this is your loss, Natalie.
{ Just-^ Leave \me alone ...
TORORORO
KSFooo
M
COMCO
COCOM
TALLY HO!


Thanks to that grenade we were able to conFirm about seven machines. IF we take rear support into account we can assume about double that number.
Considering the surrounding area is a Forest with uneven ground, there's no doubt the enemy Force will be primarily Wanzers
It might be a bit tough but J. J, Keith and the others' mission will be to contain them here.
As For their naval Force, we've got no idea what they have. However since we have to stop those missiles at any cost, we've no choice but to board the ship directly.
In that case Hans me and-
I'm coming JooL Just \ wait a little!
Since we wor/t be able to bring our Wanzers inside the ship,
ZOP
Those oF us who can use long ranged weapons should stay behind and help out with the land battle, is what I think.
I'm going H
Thads just how it is Natalie.
What; do you mean "That! s just how It is"? You all really Find me that annoying?

©



Natalie! We're going!
I've got it!!
CLUTCH!
VOVVOO
D-FUM
' fOR \ GOODNESS' SME!!
GO-DOM

®


Lets hurry on our side too.
Looks like they've already begun
Hans, Can I ask you some--thing?
Um?
Well iF it can last us another 20 minutes, Iam not about to complain
Guess you never know how useful something can be ever when its broken huh?
IF the submarine is receiving launch codes From outside, couldrit you just use your hacking thingie to just stop or even lenghten the timer?
You listening? The data that's coming in from outside is a launch autorisation number. You could say its something like a PIN. Once the submarine's computer confirms that number, only then can the missiles be launced.
IF we were to mess with it From outside carelessly with the wrong identification itd likely trigger all kinds of anti-tamper pro--tection measures
It's HOT A kitten timer ...
Thats why we need to get on the ship and get direct access to their system so we can cancel the launch.
Huh- I still dorit get it-
HEM THEY ORE!!


Looks like they've got about double the numbers than what we expected.
Wonder iF we'll even have enough bullets.
BH-FOOOM
What's wrong J.J?
?
BROO
BROSHEEE
VOW
DAMN 11 HE'S TOO QUICK!!
DO-KIM
Looks like it's the enemy's leader!
He's heading this way !/
GUM -MH .fff
VOW
DOOOM
J・J!!

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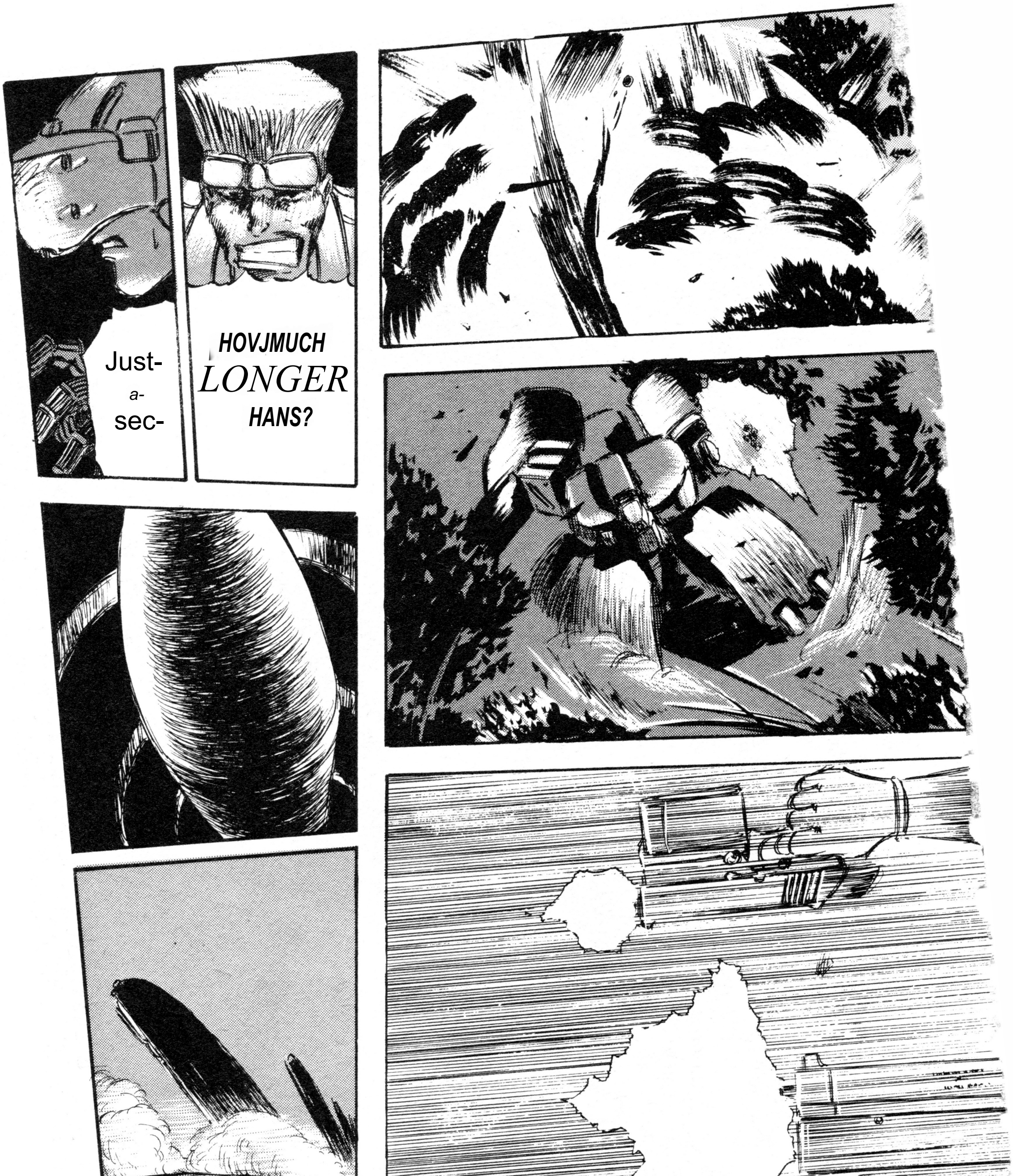

UAH
What about on your side Keith?
Sakata, How's it going on your side?
m£y GOT Z^
DS
What cl you Just say?
We've made it in and Hans is already on it as For X a time estimate ...
Ten more minutes!!
SHEEEEEEEE
Apparently they've got some tough Wanzercom--mander unit, so far we haven't been able to stop him!
Right naw I'm heading towards him with Natalie!
Got it. Be careFul
W- ^'
GUOH
DORODORRRR



!
Should be around here-
Only Five minutes left!! Did you really think I'd just let you do . as you wish?
NUM- -UE .ff
\xm^j
QUM
Zip
Zip
DIV!



@


HOVJMUCH LONGER HANS?
Just- a- sec-

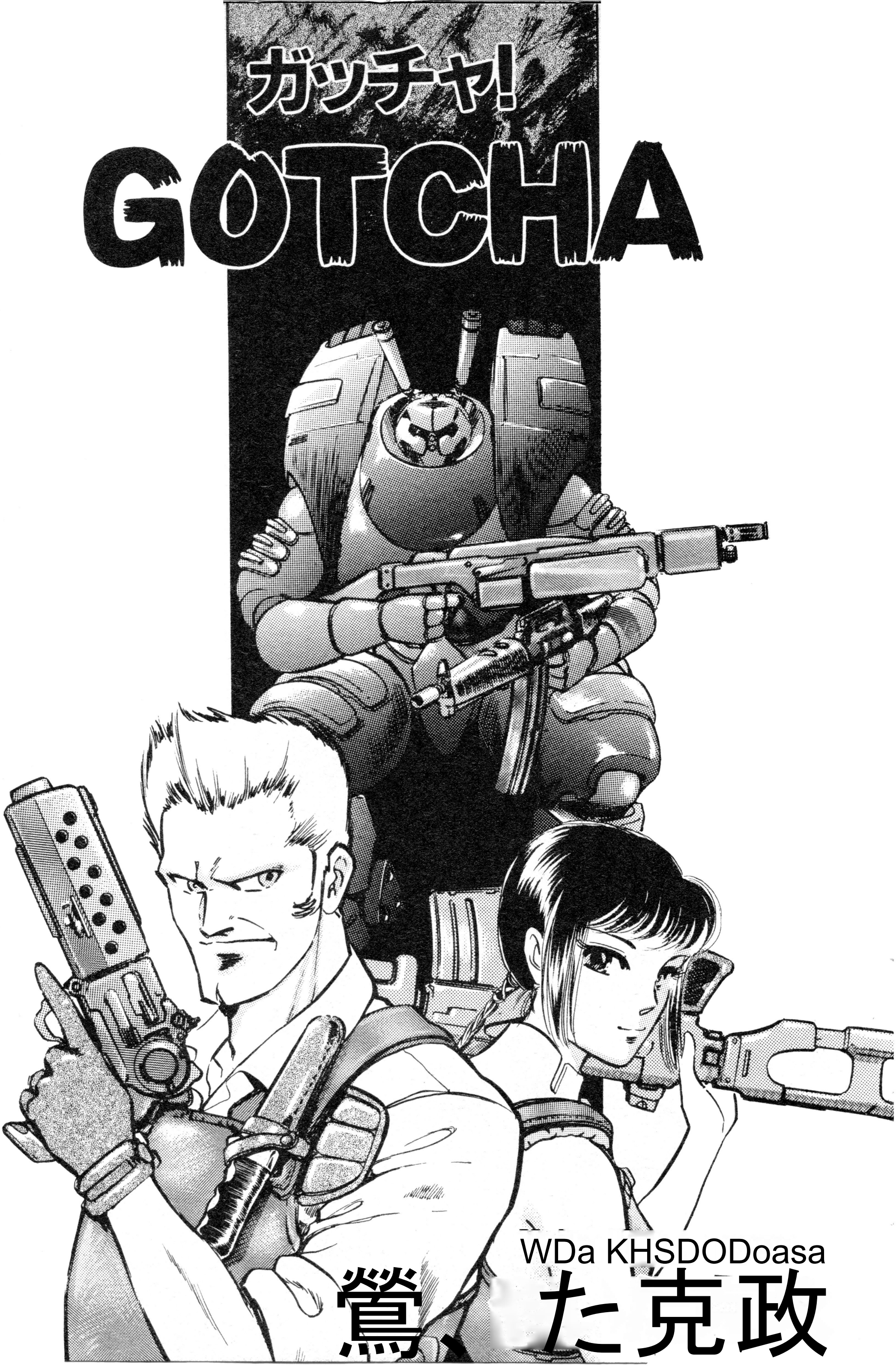
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WIT
MS-
-TARDS
...m
SHIT!!
GOMK
GOTH
!!
PEEEEEEE
KYAHHU
QUVO
DOFUM
DON
NOT
ma
CLICK!

©


ITS
OVER.


Whatever! was their objective in targeting thattown? …
How would I know? -That Wanzer we battled seems like it was Custom made.
And that submarine, it seemed like it was old soviet make.
It was practically a relic From the last century-.
Wasrit it just the usual USN terror attack?
Have they ever commited such indis- -criminate terrorism before?
Well I don't care either way. I just want to get back to camp and Find my bed.
I'm beat …
Where did J.J go?
Ue went to pick up the data recorder.
Itll make a good souvenir For that middle aged reporter, its the kind oF scoop he likes. At least one good thing came out oF that whole ordeal
Yo.
Those guys sure are taking their time-


ガッチャ!
GOTCHA
WDa KHSDODoasa
鶯、た克政


In accordance to everyone's wish,
I'll permit Yeehin/s enlistment into Canyon Crows.
Arerit you glad, Mei Fa?
Hum- But-
Let me just say this, I did not allow it because I thought it was the right call. >
You should prepare For the worst
Stuck up geezer, isrit he.
Well, Olson only cares about battle results after all. /

©


He's Mei Fa's only living relative.
We shouldbe^ welcoming him.
Either way, blood relations and other mundane problems arerft of any use on the battlefield.
Mei Fa. IFYeehin were to turn traitor, would you be ready to give him his last rites?
!
......
Fool me once...
That sort oF thing would never happen you tell them too Yeehin
WOULD YOU?
......


IF that ever happens, I'll come along and help deal with the traitor.
SIS!
Idiot! This wouldrit just be some overtime job.
Would this kid even be able to keep up with us in Une First place?
Lis Face is a bit pale, isritit? And his arms look no bigger than twigs.
Looks to me this babe isrit even done weaning oFF oF mommy's milk.
Think he'll show us his adult place and prove us wrong?
They say asians all have a birth mark on their ass while they re still kids Wanna check it out?
"KID". "BABE"? YOUREALLY THINK I'LL LET YOU ALL KEEP MAKING FUN OF ME!?

©


GET IN THE WANZER
YEE HIN n
Whats wrong? Compared to your bark, your bite really doesrit amount to much.
Come! I'll show you the difference between play- -Fighting and proper combat
Damn it-


YOU SHOULD THINKOF YOUR NEXT MOVE WHILE ATTACKING!
ORA ORA! DON'TTELLME YOU'RE ALREADY GIVING UP AFTER ONW THIS MUCH!
EISE THEY'LL GET YOU IN THEBUNK OFANEYE!
No matter how you look at it, his skills aren't very good.
He especially seems to have diFFiculties with attacks coming From the left.
Look, Keith has started only moving From the leFt Seems like he's noticed it too.
Say what you want but Keith is a good soort
...
©


Take care oF him.
YEE HIN'!
Still awake?
I just got done with the Wanzets maintenance!
What about you?



I want to talk to you about Yeehin
IF you've got any complaints, you should take them to Paul. Listening to them is that guy's job after all.
I just want you to talk to him.
Tell him to give up on being a Wanzer .pilot
Tell him your- -selF !
My brother only idolizes Wanzers, thats all!
Ue knows nothing about the reasons behind this war or about how precious UFe is ...
That's too bad. As For me I only care about getting paid.
We're mer- -cenanes. We arer/t meant to care about other people.
How many corpses whose names you dorit even know have you seen so Far?
IDON'T WANT HIM TO MI


/DIDN'T LOOK ML OVER FOR HIM JUSTSOI COULD SEE HIM DIE!
I w^n++^ M^ ^^j^
Back to our > hom^wVTi^ hivea^M&i- lifj
Listen
I'm not going to tell you not to worry but- Try looking at it From a marts perspective.
Right now he's despe- rately trying to stand on his own
So he Finds everything annoying

©


I was like a mother to him.
Thats why I'm responsible For him.
It's about time For you to stop babying him.
You should Focus on your own survival instead!
IF you both end up dying while trying to save eachother it'd be a real pain.
......


This time the mission is class 2 classiFiecl.
The goal is to disperse the enemy's position in preparation For the regular army's invasion
I So we're doing the army's dirty work again huh.
What other jobs can you lot even do!?
My bad !
You'll be attacking the squad positioned on this hill! The one on the right side oF the river.
SONY


Here they are
Looks like nap time is over.
Time to get paid
Money grubber.
Shut up! You better not mess this up!
THE SUPPLY TRUCKIS MUTING AT 8-3!
FREDERICK AND NATALIE, FOCUS YOUR INITIAL MISSILE STRIKES ON THE MIDDLE!

®



Mei Fa and J. J are on the leftwing!
Sakata and Yeehin spread out on , the right wing!
So'Rotfd ended tip deploifin^ Yi Im..
Keith and Paul, you're taking the enemy's rear!
I'll start the Fireworks! Dorit move until then!



I DID WE GET FOUND OUT I?
irs YEE HINI
YEEHIN JUST RUSHED INI!
WHAT !?
I'LL I'LL ...!! ...!!
THAT'S JUST GOING TO GET THE ENEMY'S FIRECON- -CENTRATED ON HIM

®


[redacted]VEE[redacted]
[redacted]HIN[redacted]
1!
Mei Fa! Don't leave your poet!!
SHIT!
Enemy Wanzers coming in from the right slope!!


Natalie, Focus your Fire on the Wanzers on the right!
I'm going to back up Yeehin
BOM
GUI ONE r
DON'T INTERFERE! IDON'TNEED YOUR HELP!


I YEEHIN! HURRY AND COMEOVER HERE! IF YOU STAY WHERE YOU ARE-
NOAH!
SW
I'm alright, They only got my legs.
Yeehin, hurry and fall back into cover. J. J you go on ahead.
NO WAV

®


Keith, we could use some help here too-
Leave that gib--berish For later! Frederick, secure an escape route.
I can't leave my sister like this!
MY IMP'S DONE IN! I HAVE TO RETREAT!!
THEY GOT J. J!
ドドドン
KEITH! YEEHIN ISN'T RETREATING !!

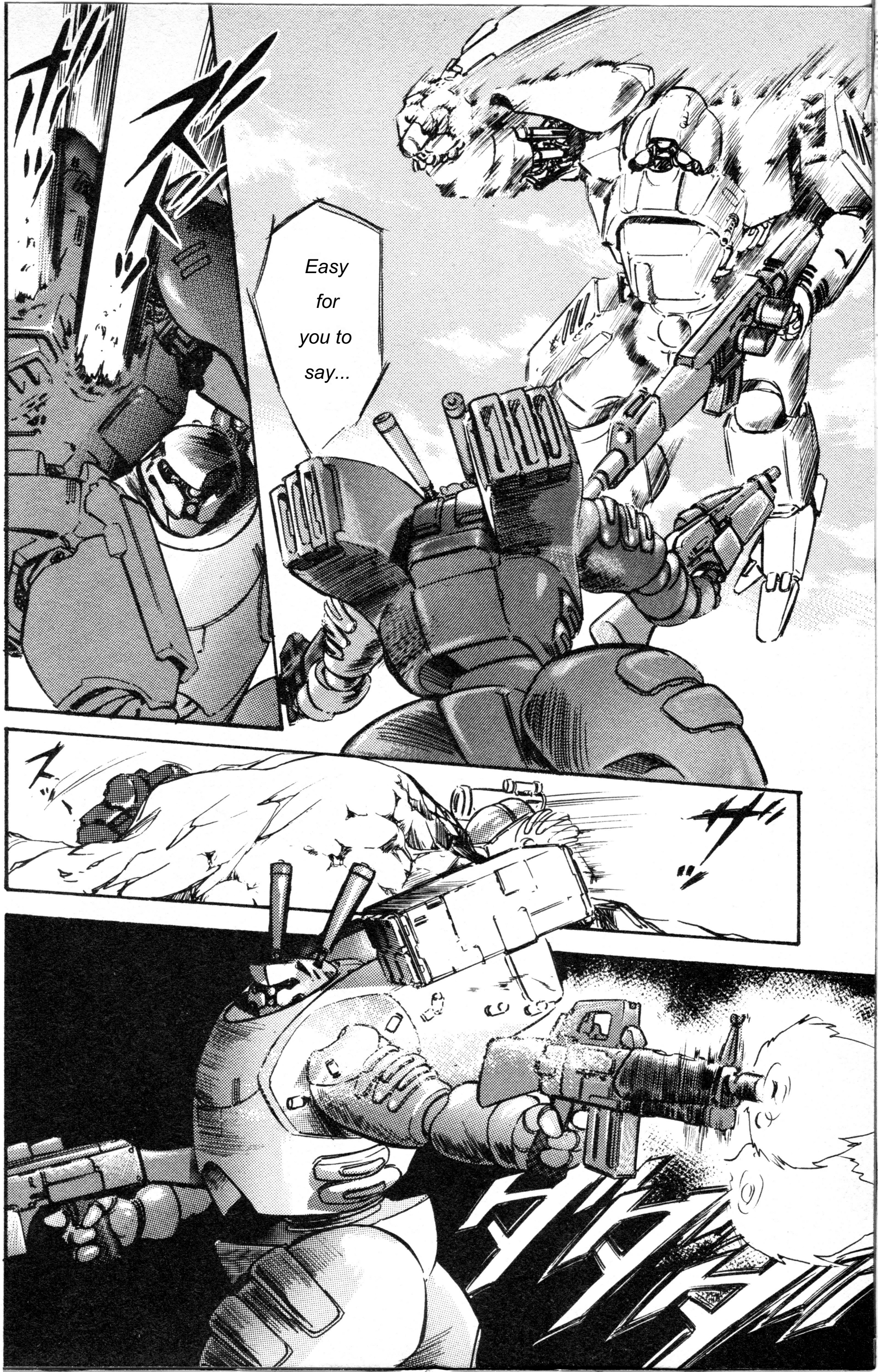
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WHAT.'? THEY GOT THAT HIM TOO ...
uwan.'
BLAM


Did they get Paul too? -Damn it
Mei Fa, abandon your Wanzer and withdraw.
I cart t. Not while fm under all this Firepower.
SAKATA, LEND USA HAND!
Den[1] task unreasonable things pleasei I've got my hands full already!
Tsk. Those annoying bastards keep popping up one \aFter the other

©


I'M NOT ABOUT TO FALTER WHEN PUSH COMES TO SHOVE'!
I'LL SHOW YOU ALL THAT! CANDO IT TOO
111 BE- -COME A PROPER SOLD-
Missiles?
YEE- -HIN!
KEITH! SAVE YEEHIN!
mm PLEASE HURIM!

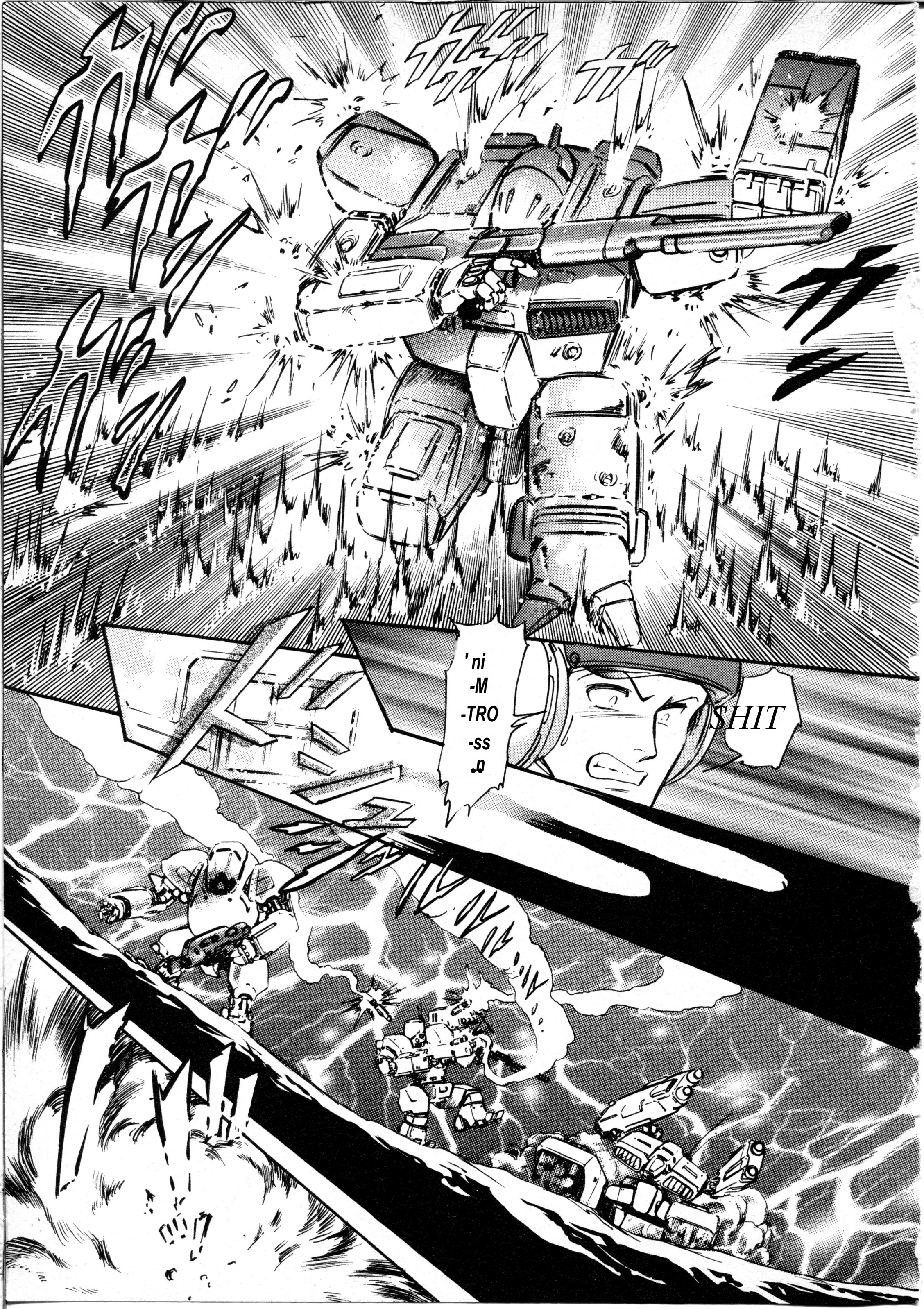

Easy for you to say...


Now many enemies are left?
There are three of them near Yeehin!
I've used up all my long range missiles!
I can't hack him up from here!



:31
樵か…
!'m almost out oF ammo.
I onK] have one albatross shot left.
I cav\ take I down one of I thenn with it I kwt wh^+ ^bow+ the I other-h/vo.„ • !?
Yee-”-hin.
Yodve done enough Yeehin. Yodve Fought well.
Thank you For protecting me.
Now, you should retreat and Join forces with everyone else.
INO ' WHY!'
I CAN'T JUST WATCH YOU DIE!!
WE'VE JUST BEEN REUNITED THAT'S WHY I'LL.

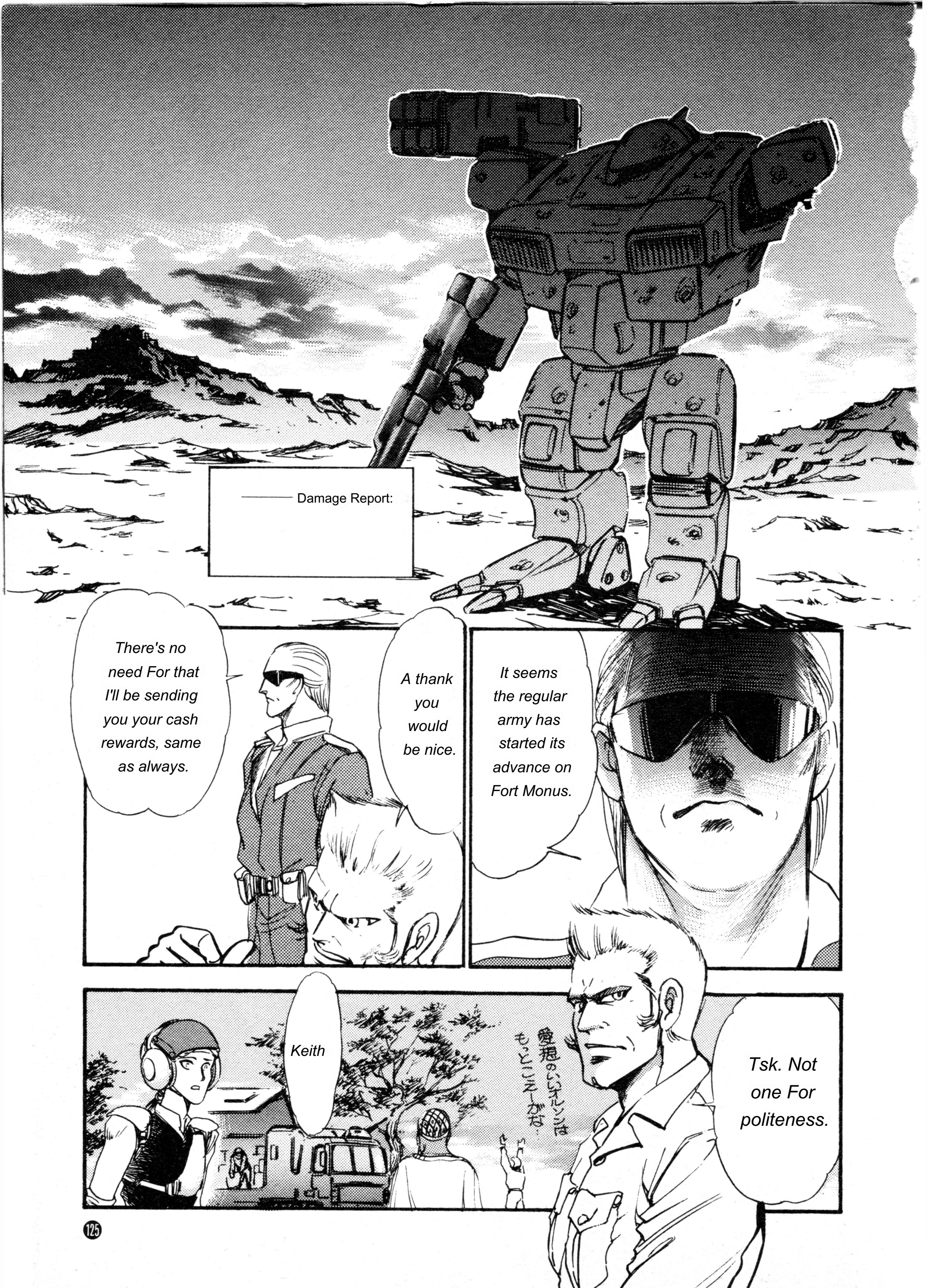
®


'ni
-M
-TRO
-ss
.p
SHIT


Two left- now.
LETS DOIT
You focus on the one on the left.
Ill TAKE CARE OF THE ONE Oh iTHE RIGHT
Huh?
©


LEAVE THO ME!
GO GET EM!.'


ドンドンドン
DIE
DIE
DIE
n
We did it
J



——— Damage Report:
There's no need For that I'll be sending you your cash rewards, same as always.
A thank you would be nice.
It seems the regular army has started its advance on Fort Monus.
Tsk. Not one For politeness.
Keith
愛想のいいオルソンは
もっとここぞーがな


I'm sorry, it's my Fault that thi-
Wait a sea
I dorft really care about whatyoiJre about to say.
Rather than with words, speak with your actions. Show us that you' re able to protect your own UFe by yourselF.
IF you carit do that It'd be better For you to just wrap yourselF up in a blanket and stay home.
...
Either way its settled.
Just Follow in my Footsteps iF you want to stay alive.



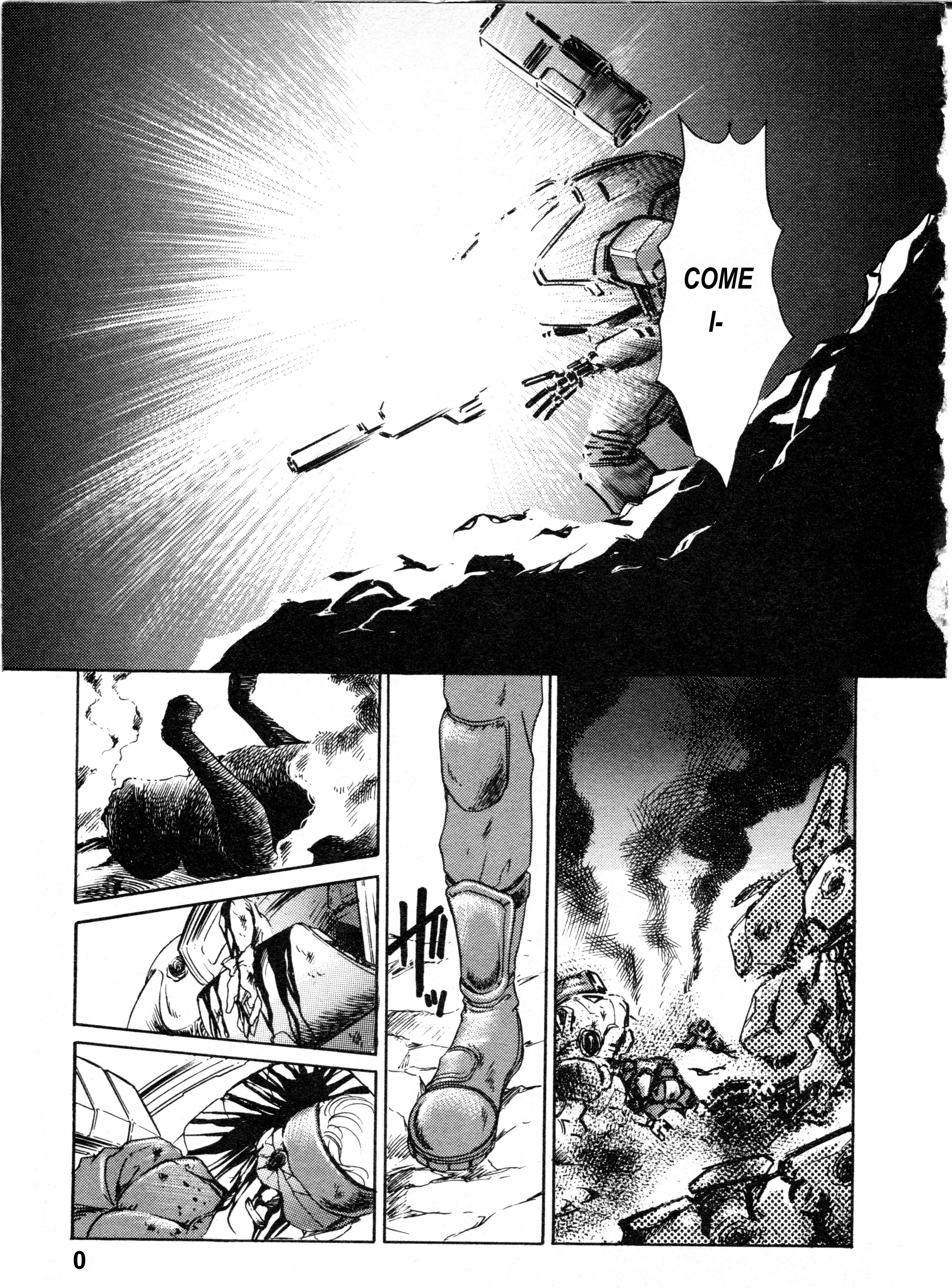
Well then
That! II be good enough . For starters. /
Kath
Can I have a minute?
I dor/t know why you did what you did but... ^


Thank you.,
?
…
Keith?
ZZZ
©


夜明け前
BEFORE THE DAWN
設藤傩費
Satoh-Kaoru


SHIT THEY GOT MY LEGS!
This is Charlie 3 ^he^ve got the commander.
!?
CHARLIES!? COME ma
LEON!
CHAFFER!
DO YOU COPY?
CRAIG!!

®


COME
I-



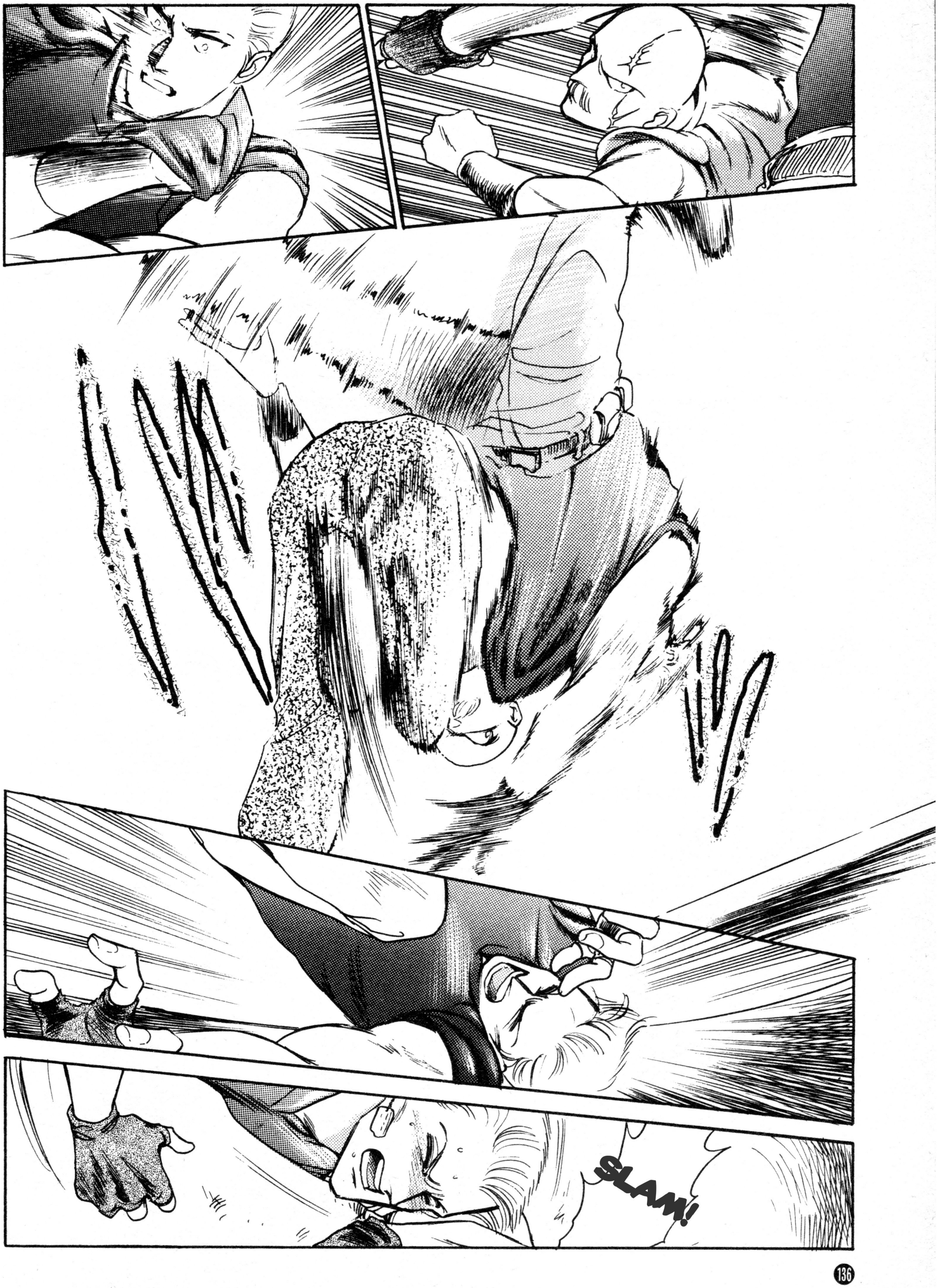

Just ^
dr&awc
What? Do they really expect us to distract the enemy on our own until they can execute their pincer attack?
That's impo-ssible..
Is the top brass even thinking about the amount oF damage we'll take?
No way!! They want us to be their sacriFicial pawn.
I'll take care oF the Flank.



BOBBY!.'
Listen you- What will you even be able to do byyourselF?
You'll just endup \ becoming ' the enemy's target. Give it a rest. /
IF I can get the enemy's attention and pull them to me, there's a chance it might cause a gap in their Formation that we could then take advantage oF
Isritit worth a shot?
IF that's tine plan, I'll come too.
One person playing bait is enough.
Dorit joke around.
Do you Feel like dying by yourselF? Really think I'll just let you?
Do you really think that I, the great Alder will let even one more oF you young chicks get themselves killed while he still lives?
Stay out oF this old man.


I'm not about to listen to some brat who still clings onto things like this.
Umph!
As long as you're on this battlefield you dorit have my permission to die.
IF you're so seton dying might as well just go out and blow your brains out "Grim reaper" boy.
Though I doubt you even have the guts.
!

©


SLAM!


As long as you still cling to this, you will keep dwelling on the past
I'll be keeping it
Bobby, we have to look after your Injuries!
ALDER WAIT."


KNOCK
KNOCK
Come in
Well well well. IFitisrftthe "Grim Reaperi boy. What do you want?
Give it back -please.
"it'?
THE DOG TAG YOUALREADY KNOW WHAT I'M HERE FOR!
FINL
Vodka of F
What I dorit know is why that thing is so important
YOUOFaiL PEOPLE SHOULD UNDERSTAND! THIS'S THE LOST MEMENTO IH/HIE OFMYSUB- ■x -ORDINATES!
BECAUSE OF MY MISTAKE- THEY DIED IN FRONT OF MY EYES!



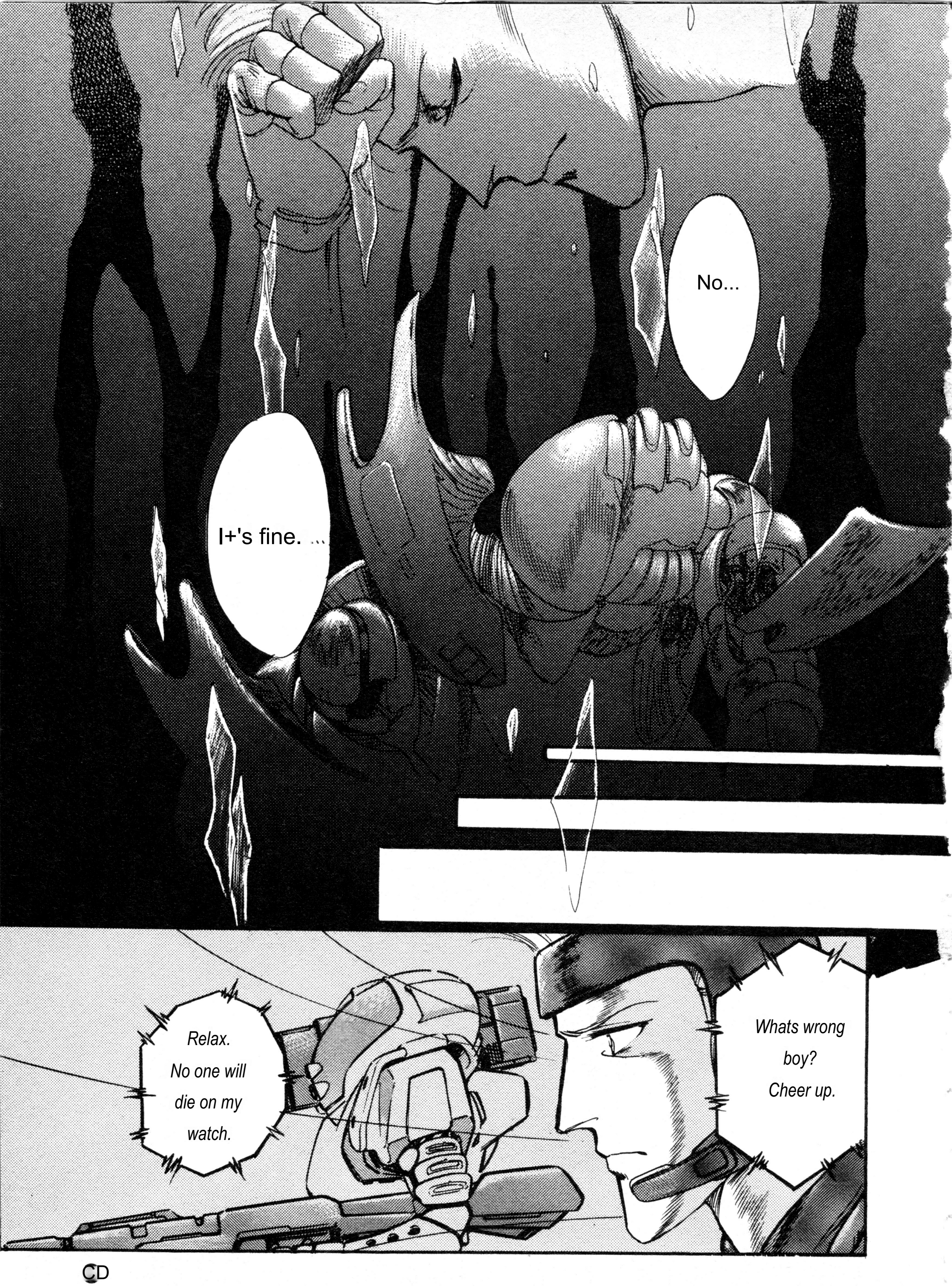
Why are you making that Face?- Do you regret it?
Aah.
Go thads ¡ what this is.
'That time iF only I did this or that-
Those guys likely wouldrit have died."
Bet you still dream oFit.
Well isrit that just Fine So why is it that you Feel regret when you think oFthem?
Thads because those you lost were important to you.
However boy- Whenever you think oF those precious people where does your mind go?
Do you really Feel like you've truly lost everything?
That this is the end oFitall?
FINLA
Vodka of


OCEANIA
As long as you survive and stay in Canyon Crows,
I'm sure you'll be able to make Friends who'll also become important to you.
As For the dog tag i've buried it behind the hangar.
Why dorit you Just leave it there- Seeing you like this, those guys worit be able to rest in peace.
AS IF I COULD UNDERSTAND ANYTHING OUT OF YOUR RAMBUNG
I You understand, boy- [
That you were wrong.

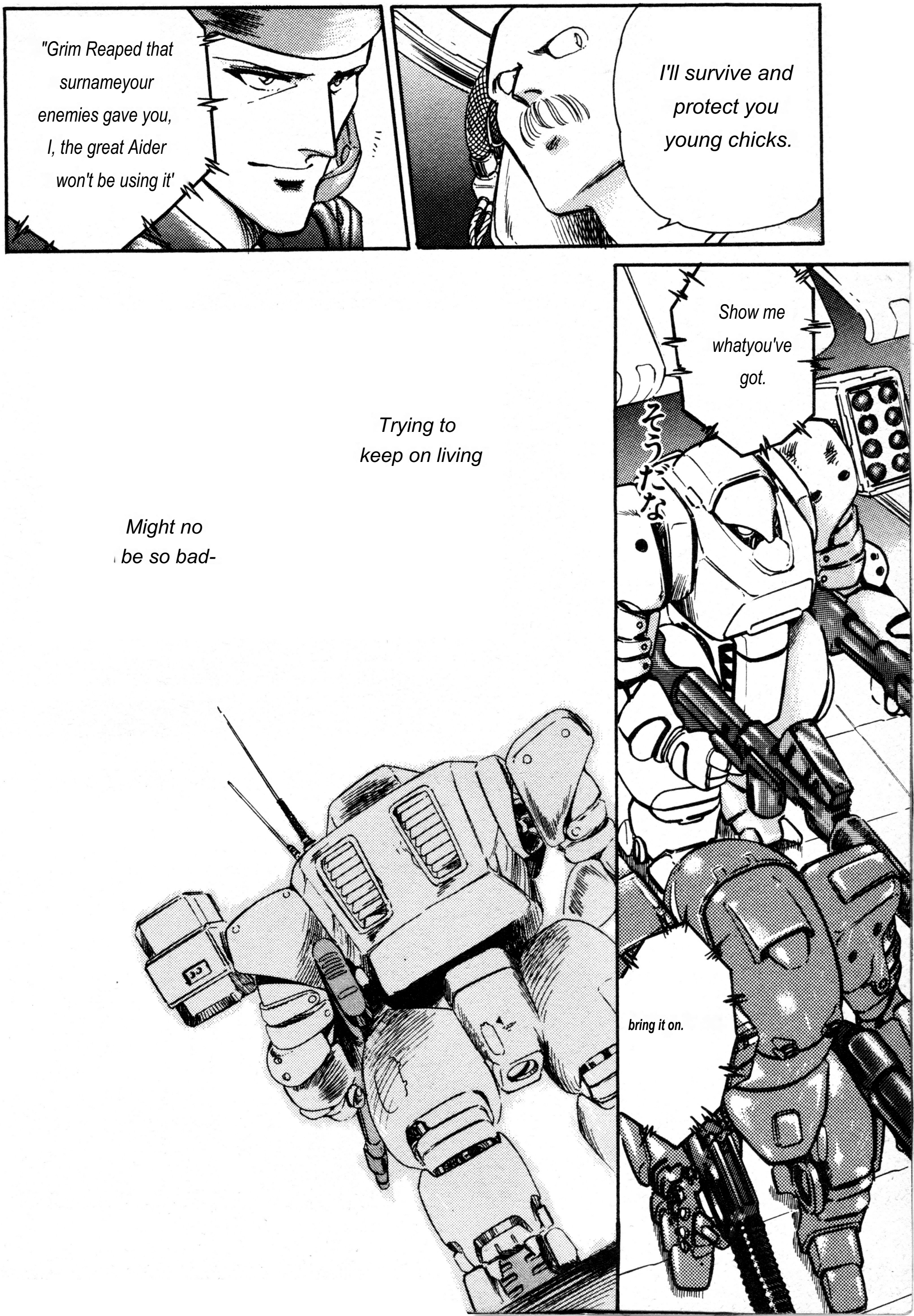

(DAMMIT
!
SWIM
commri
Oh?
What are
you doing
here?
Scary.
Did you lose
something?
TUATDOESNT
CONCERN YOU!
DAMN THAT
BASTARD ALDER!!
Alder?
Oh that nice
old man?
Mds a bit
loud but-
"MCE"?
HIM?
Fids
nice.
Though ever since
he lost his son in
this war he's
become a
bit.

©


Umm? You didrit know?
He lost his only son during the war.
That’s why he reFuses to let other young soldiers die
For as long as he's alive, he wortt let himselF give up. H^ll try his hardest to keep on living
Those 0M4^ won't be Me to rest y M peace
$&&\v\^ ^on >e this,
Want some help digging around?


No...
I+'s fine. ...
Whats wrong boy? Cheer up.
Relax. No one will die on my watch.

CD


I'll survive and protect you young chicks.
"Grim Reaped that surnameyour enemies gave you, I, the great Aider won't be using it'
Show me whatyou've got.
そうだな
Trying to keep on living
Might no be so bad-
bring it on.

THE FUSE Hna EHEE
HE EHHVOH EHOUJS

ナシニオンクロウカ
去方ご抜消



The history of this legendary mercenary squad

In the later half of the Huffman Conflict, Canyon Crows was regarded as the strongest squad by both the OCU and USN forces. They had been constantly active on the front lines, and undertook many dangerous operations. They were the squad with the grea-test military achievements. Their name is still, to this day talked about along many other great legends. The following excerpt is based on records of the time and many testimonies; this true to life documentary was created as an attempt to unveil the mystery behind that legendary squad.

創 FOUNDATION 設



Pictured Colonel Guri Olson (Taken in 2081)

Huffman Island is a young island situated in the pacific ocean, which began to be settled in the 2060s. Those settlement attempts which came from two main camps, the OCO and OSN, saw manv difficulties from the begin -ning, not even five years passed before a full scale conflict arose. The Wanderung Panzer aka Wanzer (WAP1 played a large role in that conflict. Severely rough terrains, jungles and uneven land are commonplace on the island, thus on this field ideal for the Wanzer, it was able to show optimal performance during combat.

Thus when the Second Huffman Conflict started, it was only natural that both armies strengthened their Wanzer platoons. Considering the very tense situation, large standing forces were deployed on the island. Of course those forces consisted of mainly Wanzers. However as the conflict intensified, attrition became an issue and both sides suffered from a chronic lack of pilots.

The OCU, in light of this situation, created a committee headed by general Willas E Blakewood (born 2039]. They began using veterans as instructors to train new recruits, those recruits would then replace veterans who had to retire from the front lines in a newly formed commando squad. The one behind that plan was a veteran from the First Huffman Conflict, Colonel Olson (born 2043]. He would take command of that squad, which was technically outside of the military's supervision and was compromised of veteran pilots.

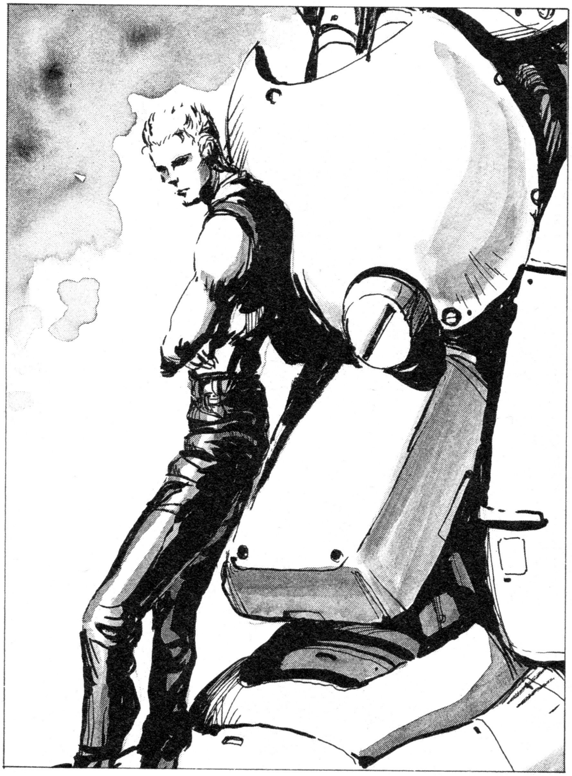
The mercenary squad Canyon Crows was born.



On the right is the squad's founder, General Blakewod.

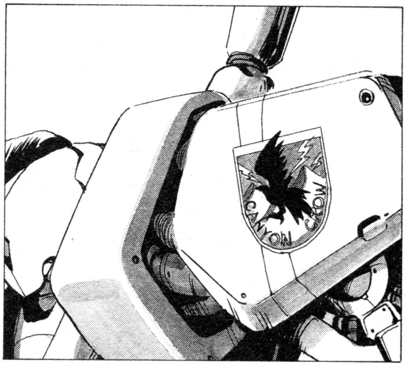


Pictured: Canyon Crows in the middle of a battle, which took place in the mountains near New Milgan. Supports units located in the forest are performing a preemptive strike.



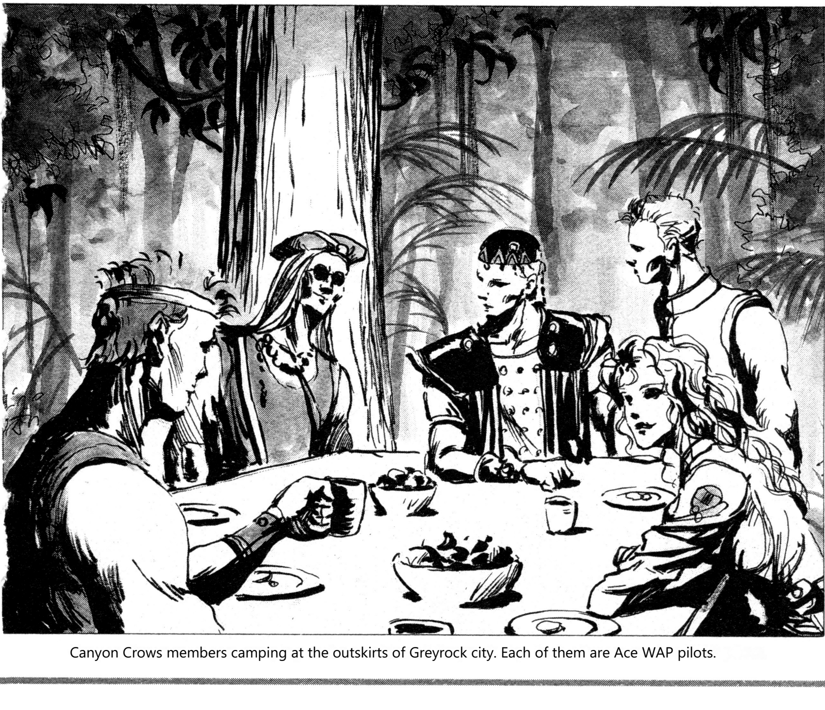
Canyon Crows's captain: Royd Clive. Originally a Captain of the OCU's army, the squad owes much of its strength to his leading abilities.

Canyon's Crows' emblem. The WAP is Captain Royd's customized Zenith V.



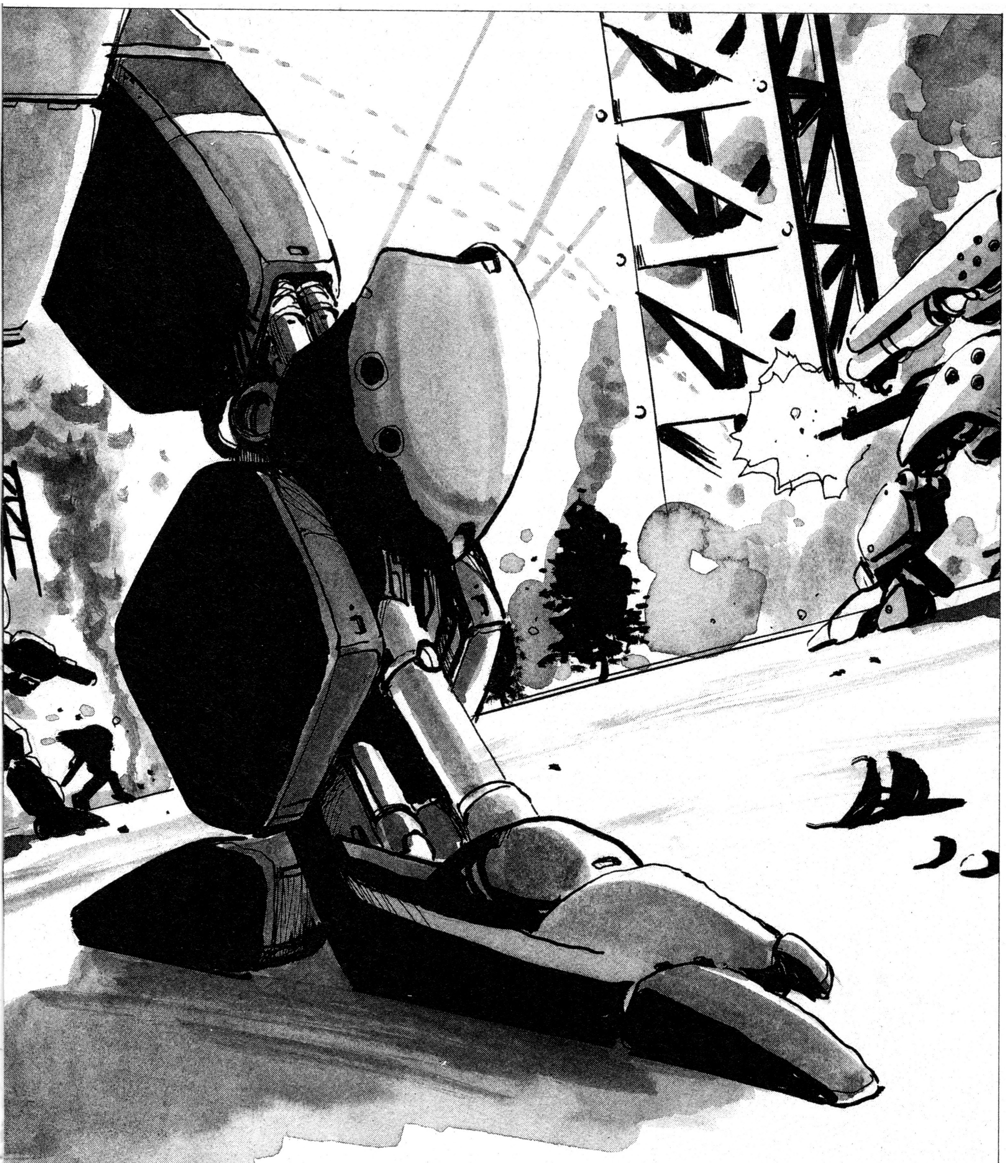
栄光 GLORY

At first, the squad's turnover was severe. To complete many dangerous missions, thev took manv losses and had to constantly replace them. However, this only resulted in strenghtening the squad, as only the truly skilled pilots would survive. By the time Royd Clive was appointed as captain, the members were all ace pilots from the regular army. This Clive, had apparently taken part in the "Larcus Incident" which had kick started the 2nd Huffman Conflict. Because of this it seems he retired from his post as a OCU captain at the same time the war started. Before he left the army, it's said he was part of an ace WAP squad. A captain experienced and competent at the head of a team of elite pilots... It was now surely an ideal squad. Ever since he joined, Canyon Crows started showing unrivaled operational success rates. The battles of Greyrock city, Freedom city, the crossing of Meil river, the destruction of the Beskrail bridge...



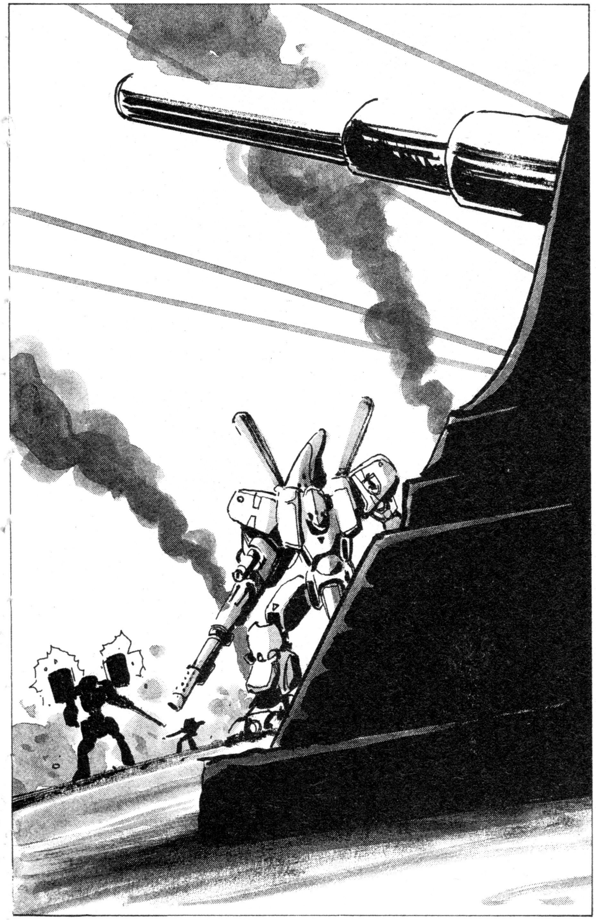
Canyon Crows members camping at the outskirts of Greyrock city. Each of them are Ace WAP pilots.

Those are some of the most famous operations of the 2nd Huffman conflict and Carryon Crows was the main force behind them. And while this might be surprising, they lost no soldiers during those battles. This unusually high survival rate borders on a miracle. No matter how dangerous the mission they would always succeeds and everyone would come back alive. Because of this Canyon Crows was called "invincible" and "Harbingers of death".



A battle against the USN's legendary squad "Hell's Wall". Canyon Crows destroyed the enemy's forward base in this battle.

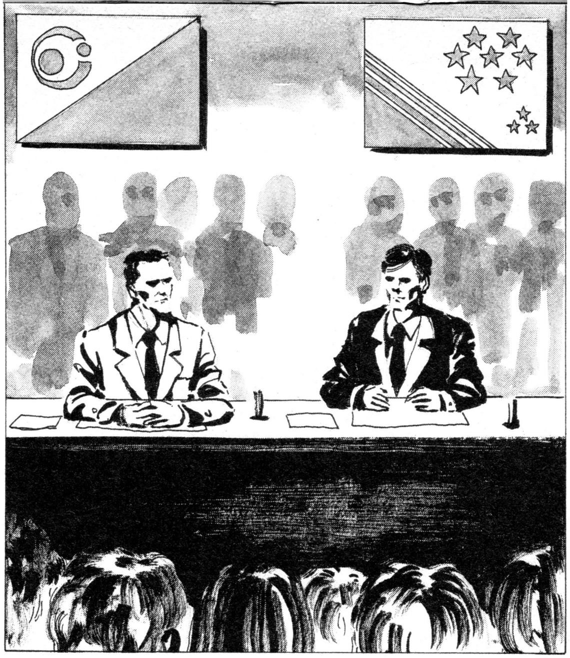
転 A CHANGE 換


The battle of Fort Morgan. The Captain's WAP is shown heading with great speed to destroy the gun turrets.

After Clive's enrollment Canyon Crows advanced with breakneck speed. Their crowning achievement being the invasion of fort Morgan. It was considered an impregnable fortress, nicknamed the land destroyer, located on highgrounds approximately 20 km northwest of Fort Monos. Apart from its three "Long Force" giant canons who boasted a range of about 10km, it also had many "Defence Canons" and a Wanzer squad tasked with guarding the fortress. The assault resuhed in fierce battle, still, in the end Canyon Crows stood victorious.

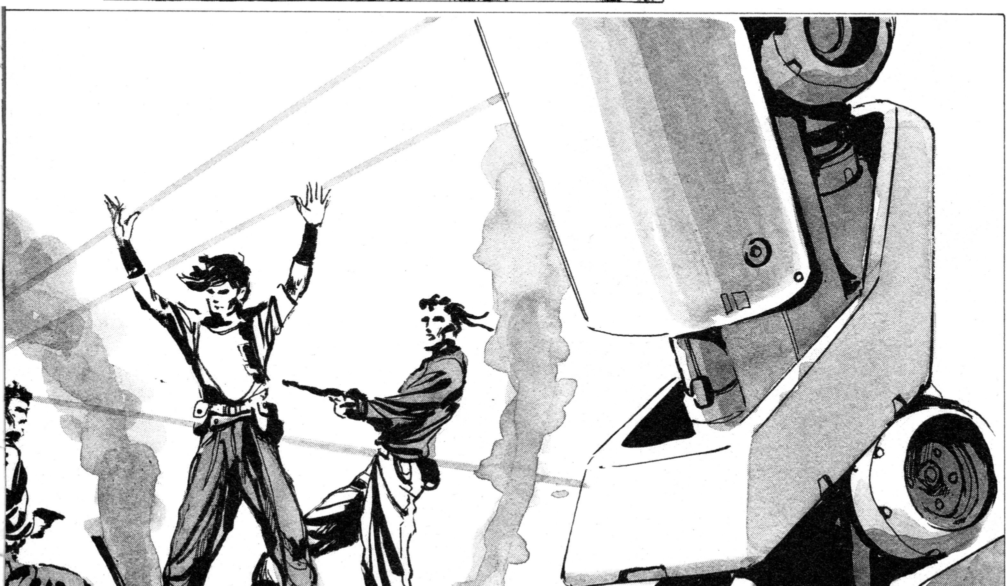
After the battle of Fort Morgan, the squad entered the city of Fort Monus; and so the Second Huffman conflict came to an end.Under the Zaftra ran PPMO's (the Permanent Peace Mediation Organization) mediation, the OCU and the USN agreed on a ceasefire. After this ceasefire, Canyon Crows came to a major turning point.

They were incorporated into the Peacekeeping forces (the Peace Mediation Army) and together with the regular army, were assigned to coumer terrorists and ami spying missions. For the renowned Wanzer squad, these days must have been disgraceful. However, during that time period the only member to leave the unit was Frederick Lancaster (who later reenlisted). Curing that time, Canyon Crows' members were no longer simply motivated by a need for money, bm had began to feel like they had a shared destiny.

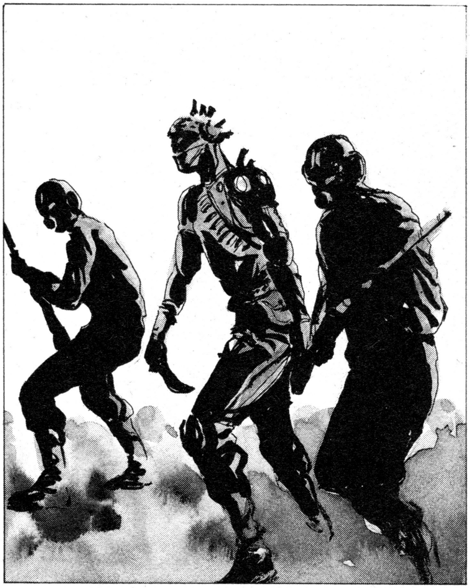


The prime ministers of both countries signing a peace agreement. From then on public order was to be upheld by the PMA.

Canyon Crows in the midst of an anti-guerrilla operation. Nothing more than a call for surrender. Discontent continued to grow among the squad whose specialty was blitz attacks.



浮 VAGRANCY 浪



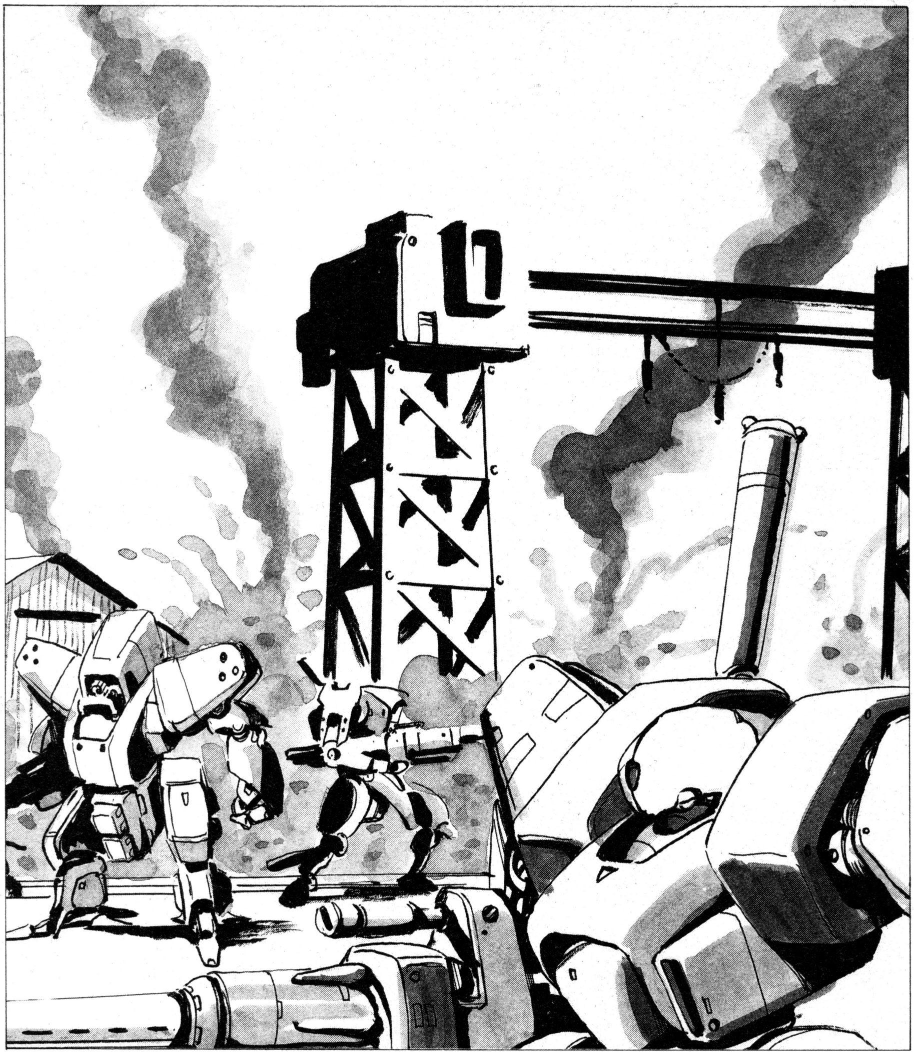
The leader of the guerrila organization "The Spirit of Huffman", Gentz. (Middle of this Picture)

The countless days of guerrilla hunting, brought about great changes in the members of Canyon Crows. Wiping out tactically inexperienced guerrillas was too monotonous a work for those experienced soldiers. They became unsatisfied with the status quo, and this created a rift between them and Colonel Olson. After coming face to face against the guerrillas many times, they began to feel some kind of sympathy towards them, it is thought that Frederick Lancaster had served as a pipeline between the members of Canyon Crows and the guerrilla's leader, Gentz. After the conflict, Lancaster had published a report denouncing it as a "Planned war plotted by the USN and OCU governments". In the end, they ended up deserting from the Peace Mediation Army.



A picture taken inside the jungle by a private party. This squad is thought to be made up of ex-Canyon Crows members.

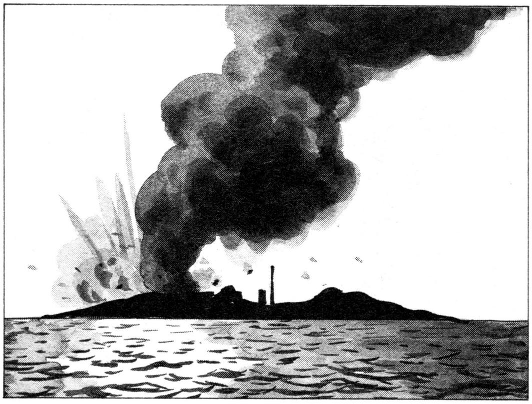
This was considered desertion because thev disregarded their Commander's orders and left with the supplies, equipment and carrier they had with them without cancelling their contract and leaving the army through official channels. While the Wanzers were their own personal property, this was still theft. Generally, if you work in those kinds of military units, you are not allowed to leave the army without signing anNDA.



A battle between the PMA and Canyon Crows which took place at the Rupidis harbor. The PMA experienced complete destruction.

By disregarding their duties, they were pursued as deserters by the Peace mediation army. According to records, Assistant Captain Natalie F Blakewood, Assauh Leaders Keith Carabell and Joynas Jeriaska still remained with the PMA. It seems those three continued to undertake counter guerrillas missions; still it was undeniable that Canyon Crows' fighting power had severely decreased. From here on, Canyon Crows' name no longer appears in any sort of large scale operation. It was likely deemed that they no longer had enough manpower, and were only assigned diversions and scouting missions as a result. In the end, those three ended up deserting too; in a shocking turn of evem, they turned turncoats during a mission where they were supposed to capture their former squadmates. That is how Canyon Crows, now back in full force, went from the strongest mercenary squad to the strongest guerrilla group.

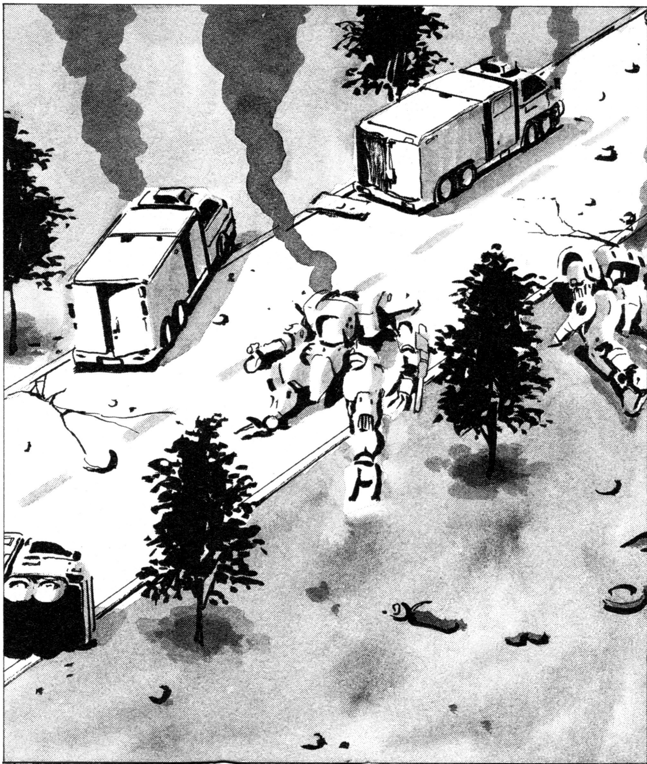
伝説 LEGEND



It seems Canyon Crows broke up after the battle of Lupidis Airport. Initially, it was said they were victims of the mass suicide event of Long River Island. However, surviving members were spotted in various places, and the suicide theory was disregarded. Presently, a new guerrilla organization advocating for the creation of an independent Huffman state has been confirmed.

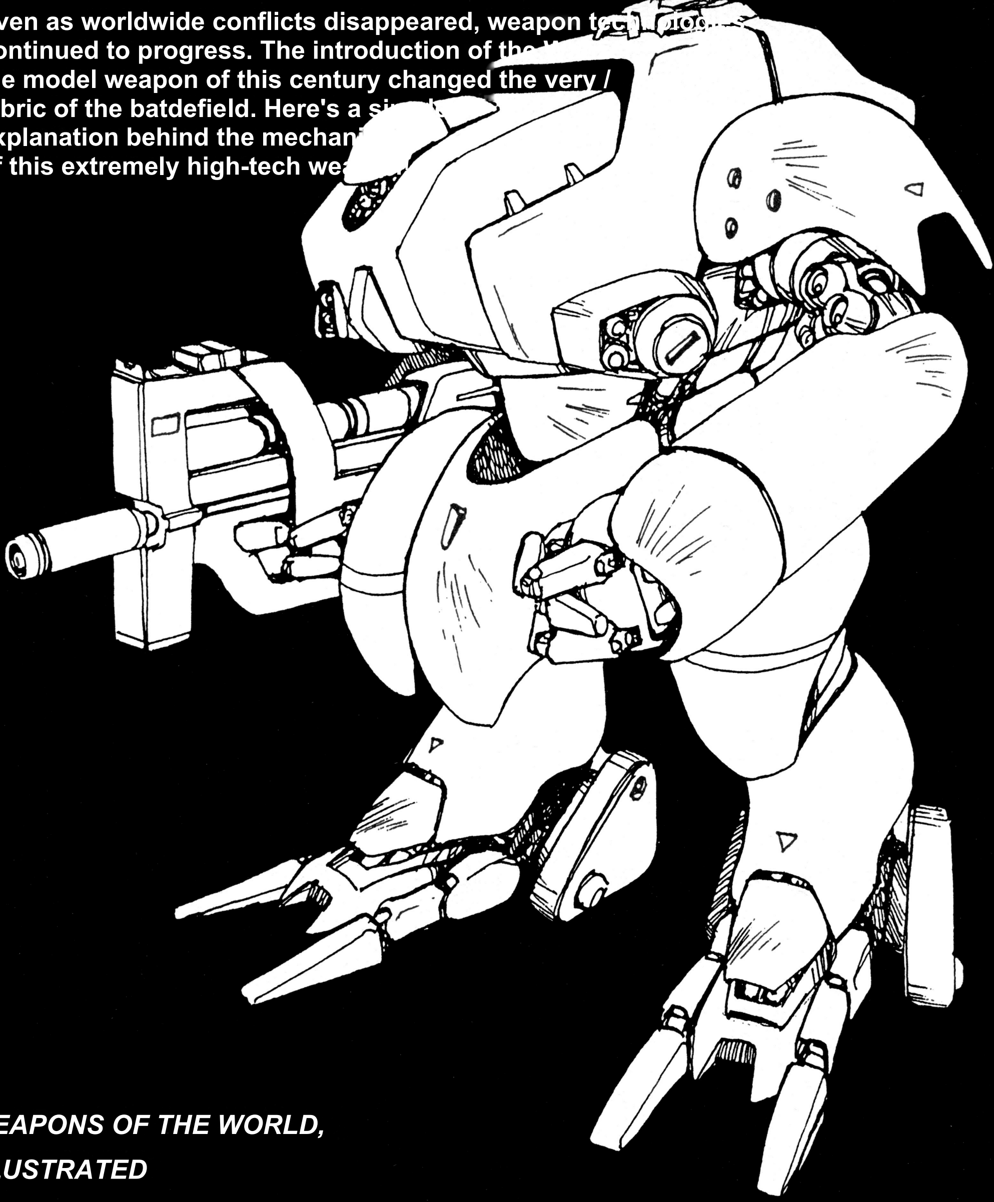
A large explosion said to be caused by a mass suicide bombing from the "Spirit of Huffman" guerrilla group.

There are testimonies that some of Canyon Crows' original members were seen amongst that guerrilla group. These may simply be ghosts created in the panic of battle, or it could simply be yet another unrelated guerrilla group. Presently, there is no concrete evidence either confirming or denying this. To this day, the whereabouts of the majority of the members of history's strongest mercenary squad still remain unknown.



A Zaftra squad which was taken out by a guerrilla surprise attack. Similarly to the Spirit of Huffman's MO, only the military forces were targeted.

Even as worldwide conflicts disappeared, weapon tech
continued to progress. The introduction of th
the model weapon of this century changed the very /
fabric of the batdefield. Here's a si
explanation behind the mechan
of this extremely high-tech we



WEAPONS OF THE WORLD, ILLUSTRATED

WANDRUNG
ヴアンドルングパンツアー
PANZER

MRIN CRMERR & COMPUTER BLOCK

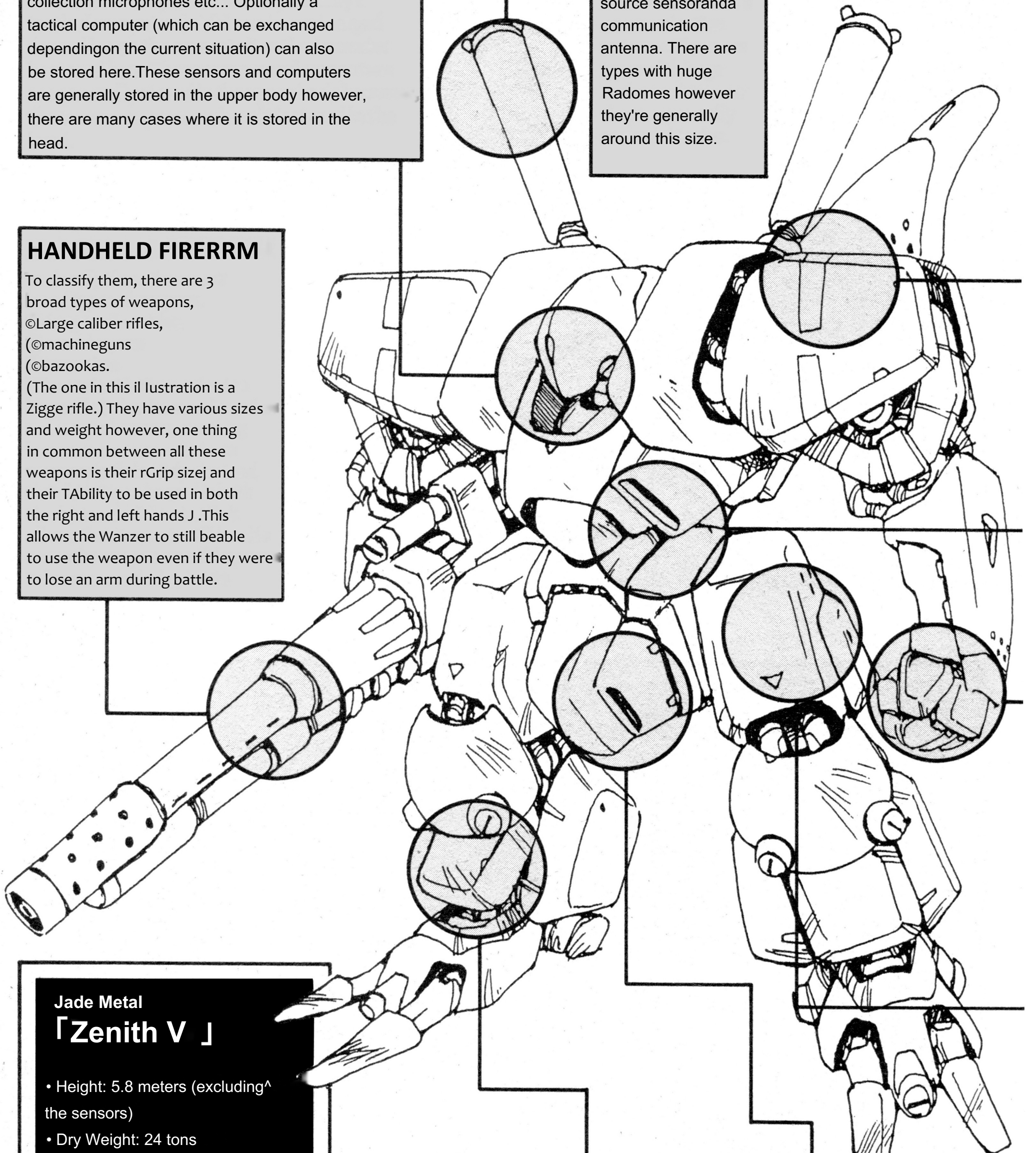
Here are located all kinds of optical cameras, temperaturesand humidity sensors,sound collection microphones etc... Optionally a tactical computer (which can be exchanged dependingon the current situation) can also be stored here.These sensors and computers are generally stored in the upper body however, there are many cases where it is stored in the head.

RRDRR SENSOR

Thispartincludesa 360° radar heat source sensoranda communication antenna. There are types with huge Radomes however they're generally around this size.

HANDHELD FIRERRM

To classify them, there are 3 broad types of weapons,
©Large caliber rifles,
(©machineguns
(©bazookas.
(The one in this il lustration is a Zigge rifle.) They have various sizes and weight however, one thing in common between all these weapons is their rGrip sizej and their TAbility to be used in both the right and left hands J .This allows the Wanzer to still beable to use the weapon even if they were to lose an arm during battle.



Jade Metal

「Zenith V 」

- Height: 5.8 meters (excluding^ the sensors)
- Dry Weight: 24 tons
- Highest engine output: 275p
- Top speed: 60km/h

A WAP made by Jade metal, an Australian company known for its focus on balanced designs. Its speed is top class and its performance in other areas is average to superior. Truly a masterpiece of versatil ity.

FLEXIBLE RRMDR

Large parts of the armor, like the lower and upper legs plates are intentionally segmented so that they can move independently. That is called flexible armor. When hit, these armor parts will shift to absorb the shock of the impact away from the joints. Under normal circum -stances, the armor parts fit tightly together and as such it does not add any gaps in the armor.

THE PARTS WHICH COMPRISE THE WAP AND THEIR PRACTICALITY

The WAP.
An amalgamation of the latest technologies:

WAPs unlike typical weapons are extremely complicated. Generally, a weapon that is too complex is prone to breakdownsand malfunctionsand as such isn't suita ble for the battlefield. However, since this weapon's internal partsarecompartmentalized into blocks and since its armor is an exoskeleton set up on top a skeletal frame, it is even better than a tank when it comes to enduring the heavy duties of the battlefield.

This machine which is comprised of the latest technologies while still being reliable...
The WAP truly is a weapon of dream!

HARDPOINTS

Hardpoints are presenton both shoulders and on the back.They allowforadditional equipment to be mounted. Those hardpoints adhere to the MULS-P standard, the shoulders points can carry equipment up tolOOkgs and the back point up to 5Okgs. The mounted wea -pons are electrically connected to the main body, which allows the firing of mounted wea -pons to be controlled directly from the cockpit.



COCKPIT BLOCK

This is the part where the pilot (who both steers and shoots) is seated. It's a small space barely big enough fora person to sit in, it makes up the majority of the WAP's torso and chest. The surface is covered with 2 layer of armor (can be 3 depending on the model), and with the excep -tion of taking a direct hit at point blank range, the survival rate of the pilot is very high.

MRNIPULRTDR5

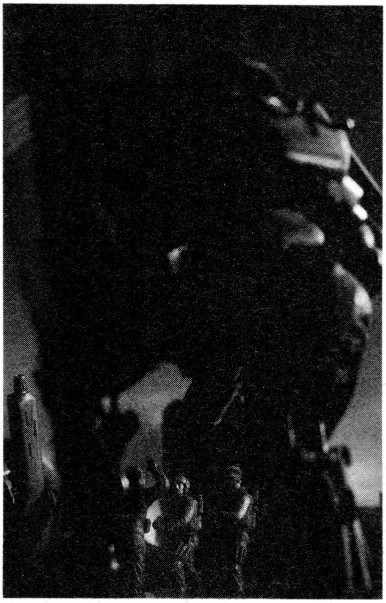
They can come with 3 to 5 fingers depending on the model.Theirgrips is controlled from the cockpit however, fundamental move -ments (Regaining its balance after falling and other situations where humans would move subconsciously) are controlled by the computer Their grip strength is around 300kg and those with punching mechanisms are equipped with shock absorbers at the wrist.

BRLL JOINT

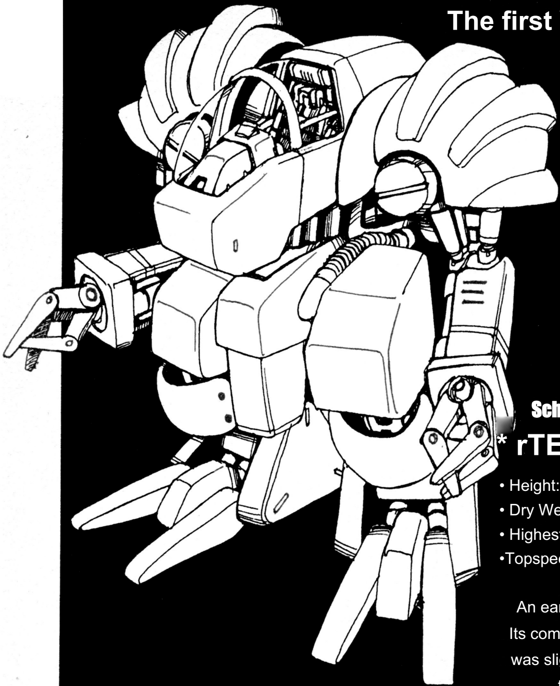
Official name "Electrical Transmission Bearing Joint". There are similar joints at the shoulders, this is a distinctive feature of the MULS-P stan- dard (though the shoulder joints are a different size). The size of the joints is standard amongst all kinds of WAP, this is what makes the ex- -change of parts possible.

BRLRNCER RNO ENGINE BLOCK

At the waist, a small sized high output hydro engine and an auto-balancer are located. Both it and the cockpits are indispensable parts and are key components of the Wanzer. As such, the armor there is thicker and can't be damaged by a conventional Wanzer's firepower.



The first WAP in history



With its 3 fingered manipulatorsand exposed cockpit, this WAPstill has many aspects reminiscent of theWAW.Itisa clear representation of the beginingof the MULS-P standard.

Schnecke

* rTENDUSj

• Height: 5.6 meters
• Dry Weight: 21 tons
• Highest engine output:18Op
•Topspeed: 50km/h

An early WAP model. Its combat performance was slightly better than the WAW.

Versatile model

Averybasictype.It is capable ofhandling difficult terrains, plains, urban environments and many other kinds ofsituations.It is also capable of performing many battlefield roles dependingon the weapons it isequippedwith.It follows the original design concept of WAPs; these types of Wa nzers a re t he most popular.

Monocoque model

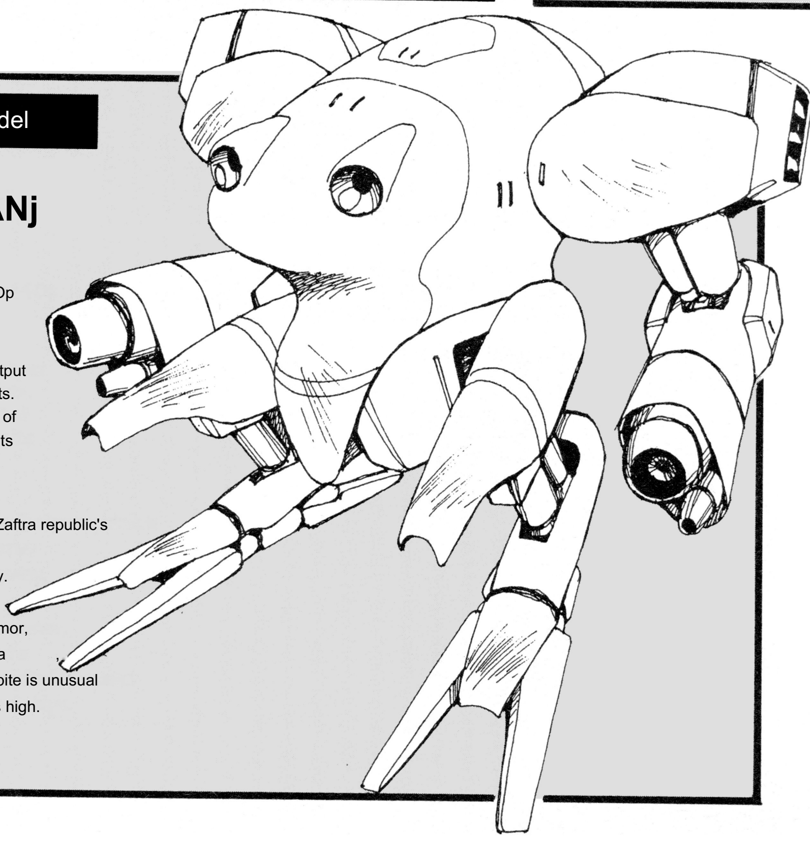
Domitri

FTERRANj

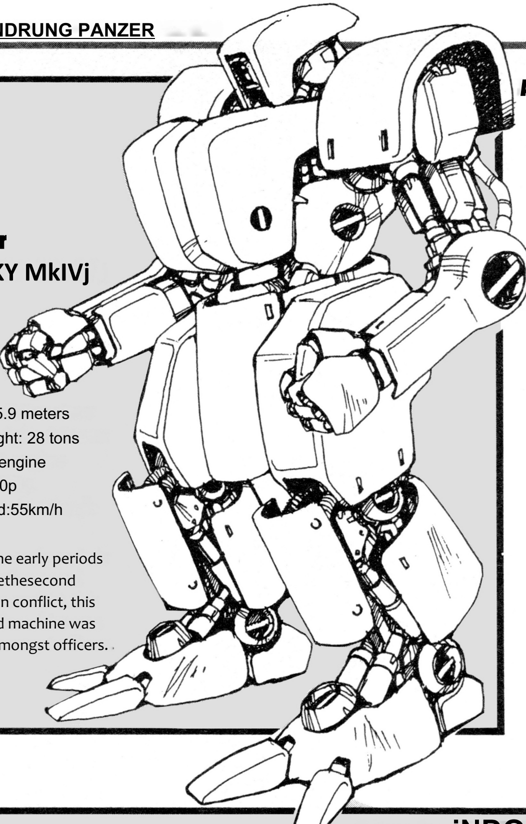
• Height: 5.8 meters
• Dry Weight:32 tons
• Highest engine output:44Op
•Top speed: 62km/h

Heavy armor and high output are its main selling points. The body lacks any sort of articulation, regardless its sturdiness is high.

A Wanzer made by the Zaftra republic's only WAP manufacturer; Domitri a publiccompany. It doesn't utilize the typically used flexible armor, instead it is made up of a single curved shell. Despite is unusual shape its performance is high.



VARIOUS TYPES OF WAP



Sender
rHUSKY MkIVj

- Height: 5.9 meters
- Dry Weight: 28 tons
- Highest engine output: 270p
- Topspeed:55km/h

During the early periods ofthethesecond H uffman conflict, this standard machine was favored amongst officers.

Adaptable depending on the situation

WAPs are versatile machinesableto change their parts to deal with a wide variety of situations. Still,amongthem, there are some WAPs with specialized fea -tures which were created to handle specificsituations. Let's introduce some who were designed with purposes other than versatility.

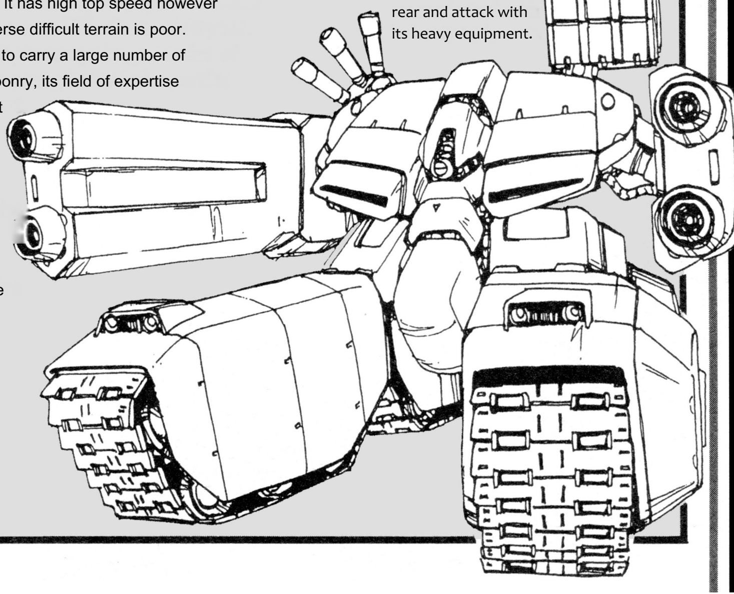
Specialized Model

Its greatest priority ison beingableto carry heavy weapons. It has high top speed however its ability to traverse difficult terrain is poor. Due to its ability to carry a large number of long range weaponry, its field of expertise is in rear support While it isn't expected to fight in close combat it carrie^ thickarmor ® which results in high defensive capabilities.

Schnecke riNDOSj

- Height: 5.4 meters
- Dry Weight: 28 tons
- Highest engine output:315p
- Top speed: 85km/h

A design which focus on engine output and speed in flat terrain. It's dedicated role is to stay in the i rear and attack with its heavy equipment.



Great technologies which made the WAP pos

Challenging technological limits

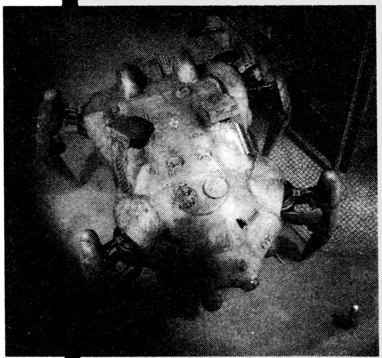
WAP. This century's strongest mobile weapon...Before its birth, researchers were faced with many extraordinary technological troubles.Where to store the power required? How small can we make the cylinders needed to move the joints? If it were to fall, would it be feasible to regain its balance through complicated controls? etc... They dealt with these mounting problems one by one until they finally overcame them. Let us introduce all these many groundbreakingtechnological advances which made the WAP's birth possible.

SSS (SUPER STABILIZER SYSTEM)

This balance regulation system manages l the complex centre of balance shifts that come with walking; without it, those hu--manoids machines wouldn't be able to take even a single step, let alone move. Furthermore, depending on the WAP's equipment it may become heavier on the left or right, which will also change its ba-lance.These adjustments which are han-died automatically, and the basic wal-kingmovementsarealldone by the SSS. Its ancestor the "bipedal walking machine balancer", was researched in the 20th century in countries like Japan and America.



MICRO ACTUATORS

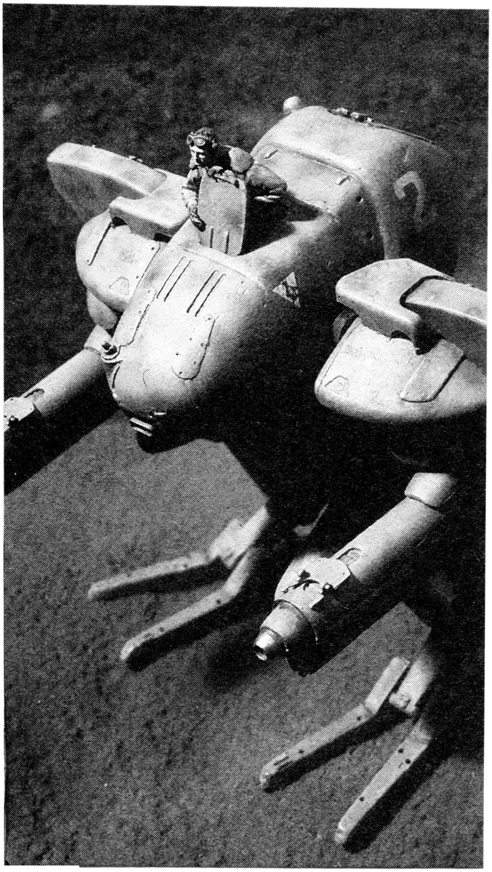


Schnecke, the first company to succeed at de-veloping the WAW; has a patent filed for this innovative power transmission equipment. Byusinga special material that is capable of hardeningand softening by way of a certain chemical reaction, these minuscule cylinders are capable of movingat high-speed.The WAW simply couldn't have been created through the use of regular hydraulics.The reason being, for bipedal machines to regulate their delicate balance, they need "muscles" distributed all over their bodies that are capable of movingquickly continuously. There can be more than 600 of these cylinders in a single WAP. o

ETB (ELECTRICAL TRANSMISSION BEARINGS)

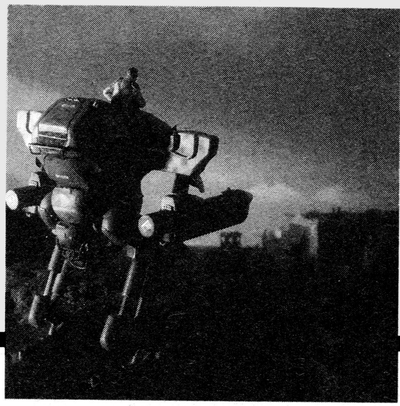


The joints that link up thearmsand feet to the body are made up of ball joints and many micros actuators. J ust to allow a single arm to move freely, the joints would probably require an unimaginable amount of electrical connections points. However, in truth, the mechanism behind those joints aren't that complex. How could that be? The secret behind this are in the ball shape of these joints. In the middle of these balls is a wireless transceiver mechanism, thanks to it thousands of electrical circuits can be opened through -out the ball'ssurface to connect the body and limbs. Finally, for the first time, transmitting complex electrical signal without delay became possible.



HYDRO ENGINE

For mobile machines, weight is their greatest enemy. Gas engines had failed at meeting the requirement needed for the WAP. Then came the hydrogen engine.The concepts date back to the Second World War but Schnecke was the one to succeed in putting that concept into practical use. With this small, lightweight and high output engine equipped the WAP finally came to completion.





卅=*″エふミハーザり
MISSION REPORT
REIKO TERASHIMA
寺島令子
Player
RoV®
XX/YY
I AM TO SCOUT A FACTORY.
I, ROYD TERASHIMA, MAY BE A BIT PALE AND MAY HAYE SHIFTY EYES BUT I'M A TALENTED SOLDIER AND I ALSO NAVE A BEAUTIFUL FIANCEE.
Let's go Karen
Yes
AFTER A FEW
KAREN!
きゃあああああ
That can't he right. My fianceeJust died. Let's try again.
KAREN!
...XX/YY
I'VE GIVEN UP ON SAVING KAREN. IT SEEMS I'VE SOMEHOW TAKEN PART IN SOME ATROCITY OR OTHER. WELL, WHAT'S DONE IS DONE. TO PUT FOOD ON THE TABLE I'VE TAKEN A GIG AS AN ARENA FIGHTER.
Alright.
Its your turn.
In the red corner, with twelve consecutives victory is the King of Hell, Royd Terashima/
Seems you've gotten rusty in this pastyear...
Give me my money back!
fMoronn
If I reset, til probably have to restart from the begining...
Tsk. I'll Just let the bastard babble.
XX/YY
IT SEEMS THE WORLD WON'T LET THE GREAT ROYD TERASHIMA LIE. I WAS ALSO REMINDED OF KAREN AND SO I SHALL RETURN TO THE BATTLEFIELD.
Won't you work for me?
Sure Just give me an advance. < Come on.)
Oh, are you trying to run away?
Take this!
Give us Royd!
SOME LOUDMOUTHED WOMAN CALLING HERSELF AN ADJUTANT IS FOLLOWING ME AROUND .I'VE ALSO REUNITED WITH AN OLD FRIEND: IT'S THAT MORON SAKATA.
Who are' you calling a moron?
don't do that
don't do this

©


XX/YY:
FREDERICK
I ALSO
JOINED.
You'll Just have to fight hare -handed... ,
HAVING MOK PEOPLE IS
MI FINE AND GOOD BUT
COULDN'T VOU ALL
COME WITH SOME CASH?
One hour of setting up
XX/YY:
A COUPLE
OF RUGGED
GUYS THAT
ME JUST
MY TYPE
ALSO
JOINED.
'It's fine don't sweat the small stuff...
/MytypeX would be more like Natalie, not those guys
What about Karen?
/ still don't have enough money though- Should I sell my computer collection?
Why are you even hoarding that stuff? It's not doing us any good
live been Ysaving them since the begining
Unfair!
IflgetY defeated then' it's Game Over, so this should he fine right? 7
Ah. That's because ^ I've been buying all kinds of parts so I could try them out, I've got to make sure I get only the best./
Captain- My Warner's body is same cheap junk-
even thou#i you've beer, se/Hn^oTr beststiki
XX/YY:
THIS TIME, YANG WAS
THE ONE WHO JOINED.
OUR SHOPPING EXPENSES
KEEP INCREASING.
WHAT!
I saw Karen you know? At the hospital.
Sy the way Royd Terashima
THIS SHOP'S SERVICE / SUCKS BUT THEY'VE OOTA MONOPOLY ON TRADE
All I do is sell, the rest is your problem. Come again.
I'll buy items so load them in too. No matter which town I got every shopkeeper's got the same mug-
I get that often
You look a lot like Amano
RESET
ぶ'—...
どかーん
ぶ
She's still alive!? How dare I even call myself her fiance?! Alright lefs go!! Just wait for me Karen!!


But I still couldn't destroy the truck even
Rafter resetting. Ah! But what if Karen >
A is inside and I destroyed that truckf^
^T^P^-. I'd feel like a total idiot. ¥. "
What should Ido?
Stop resetIng. Let the story continue
XX/YY
It seems game characters can't gc against their Fates as decreed by Square Before I knew it. Canyon Crows was sent to the frontlines; I'm already fed up with this.
yeah yeah
time Wo go
Alright I'll stay in the back and attack from here Ycu guys will gc cn ahead. Wanzers forward!
Royd
Me too ?
Frederick
Qa^
Nataiie
Keith
ビ
どかん
Royd
Take this!
Keith
Keith. You're the only one gaining any levels...
ACE PILOT
Just think about it from the main character's point of view-
ばき ばき
BODY 39
ARMSLR 12
LEGS 35
Pefenceiess
BODY 39
ARMSLR 0
LEGS 35
Alright! That's enough. HI finish him!
Captain!
ドカ
Attacker
BODY 39
ARMSLR 0
LEGS 0
ずばん
バキ
Attacker
BODY 0
ARMSLR 0
LEGS 0
This is unfair, you know.
We're the y ynes doing all the dangerous wk
Well- If I get done in then it's all over, you see.
Being the MC is ' hard
Tonights my treat.
Repairs ^ are all ^n us too



WYY:
AS I GOT THROUGH THEMAP, THESTORY PROGRESSEO RAPIDLY.
★KING*
RING
I'm sure you'll come to an understanding if you talk . it out. J
as if
HEY, PONT HIT YOUR SUPERIOR! HEY YOU PASTOR, SAY SOMETHING!
WHATP YOU ' SAY?
Tve had enough of you
oolong tea
Quit your I grumbiingsX Is money all ' you lot care about?
' You've also been taking all the money we've earned and putting it all into your Wanzer
Pay us our fair ^share
'We're the one puttingour lives on the lines!
AHI! Sorry, I won't spoil you anymore!
WAIT WHAT!?
Ah... No... I haven't made it that far yet... y
You should be done soon then.. So you've seen XXputting YY in ZZ, right?
Ah, editor-san. I'm still working on it, I'm at around stage 20 or so.
Have you made any progress?
My war buddies went back to their old lifs. Sack to^ their hometown etc-^
のは
あーかい一 夕焼■Vt-^
laTr&adyknewl that was going to happen, but What was stiji} ^pretty darky
9IH^ OVER
おわった…
And so /spent the whole day
right right
/ Hello? Sy the way it's already past your deadlin-
EF/L THE SRIDGE MANIAC!/
The bridge maniac?!? Who the heli ^ven is that
Keith maybe?
Speaking of, is there any character you'd like to become friends with?
Epi-logue
Well- For me it'd be-
MISSION REPORT
Made by: Terashima Reiko
The end.

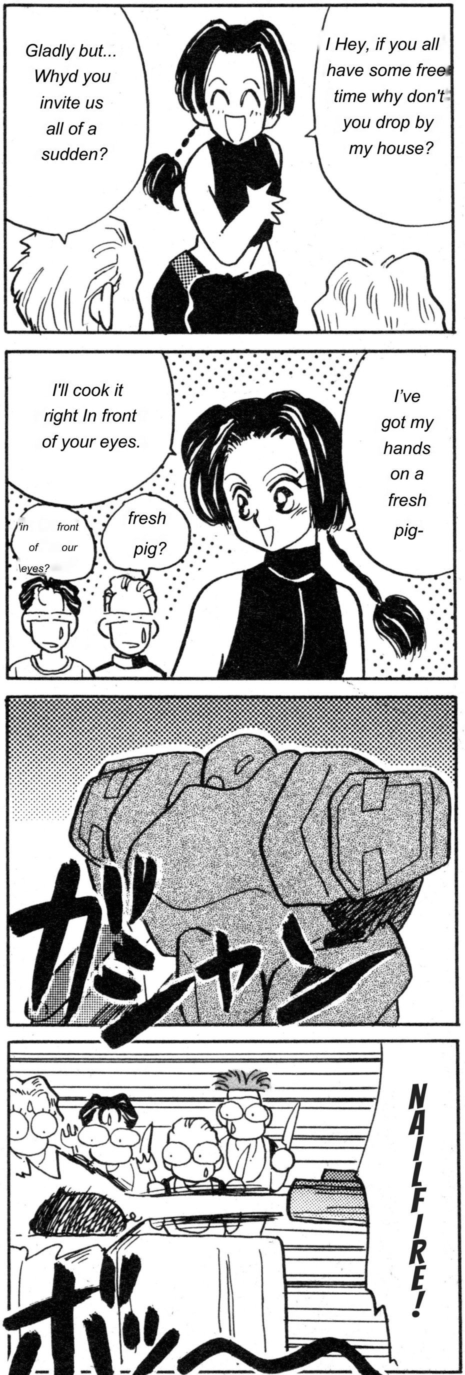
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OUNCES OF THE SOUTHERN ISLE




LEAVE IT TO HANS 1
I've got a favor to ask Could you investigate Karen's situation?
I've got it. Karen, huh?
Since when have you been married?
No... We're not married yet...
Hmm? You're not married?
Well then, whats her address and phone number?
If I knew that, I wouldn't be in that mess.
Well that's a problem.
/ won't be able to do an infidelity investigation < in that case.
WHO^ TALKING ABOU^ IWDELIT Y 117
LEAVE IT TOWNS 2
Ah, so she's missing. Why didn't you say that sooner?
Alright, let's try this one more time.
What is Karen's birthday and blood type?
Huh?
5 October, and I thin! her blood type is A but...
.So, she's a libra and I her blood type is A right?
What about you?
I'm an Aries, and my blood type is S, but...
Wow! That's the worst compatibility possible!
Sounds like sheJust dumped you.
/ ME YOU JUST LOOKING FORA FIGHTS

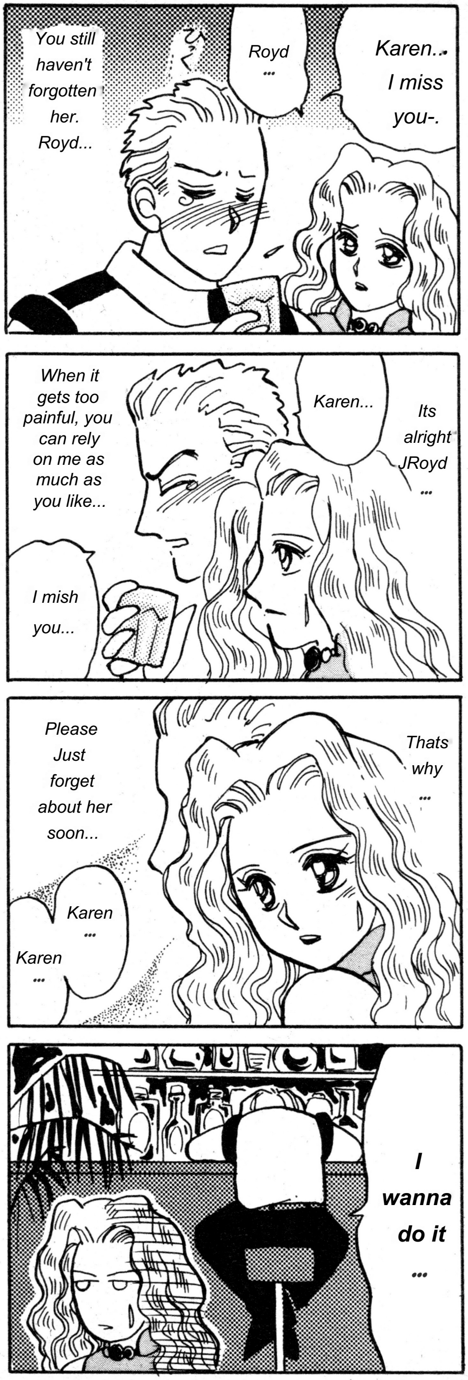
YANG'S HOMECOOKING



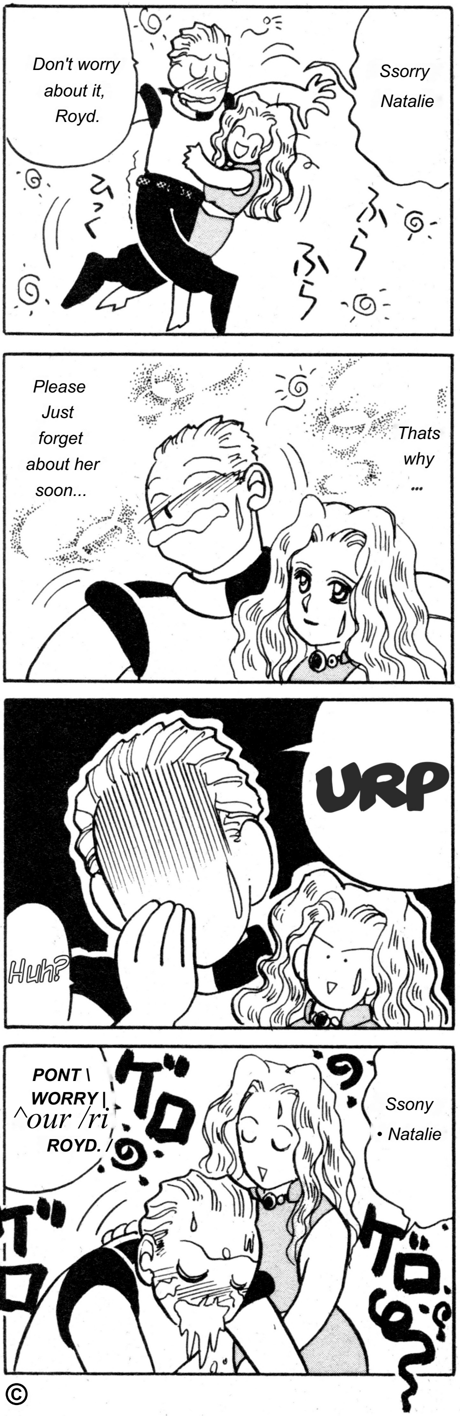
J. J'S FAMILY TROUBLES



NATALIE'S FEELINGS I

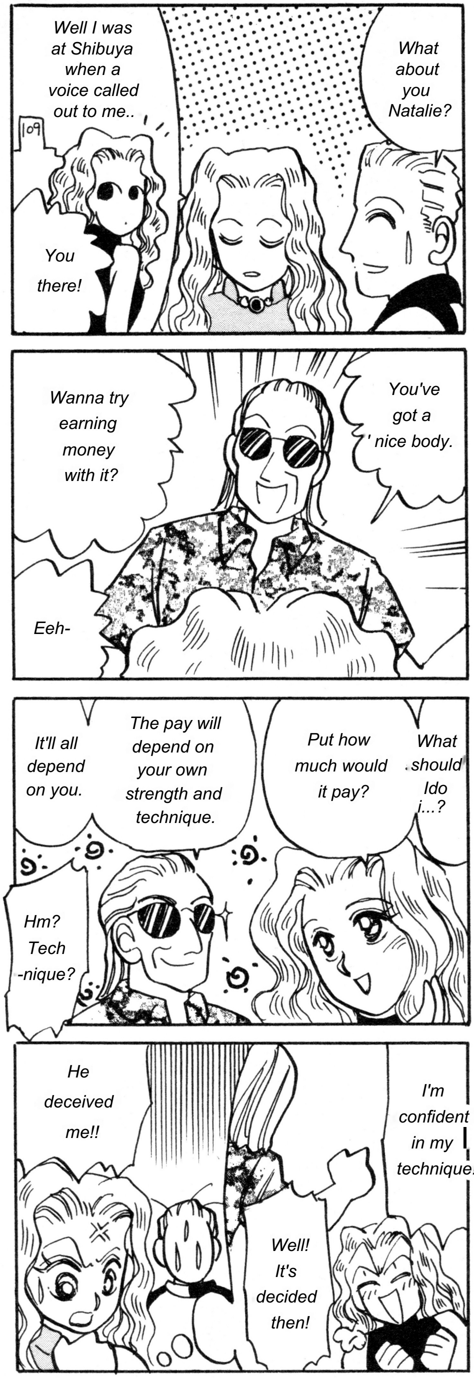


NATALIE'S FEELINGS 2

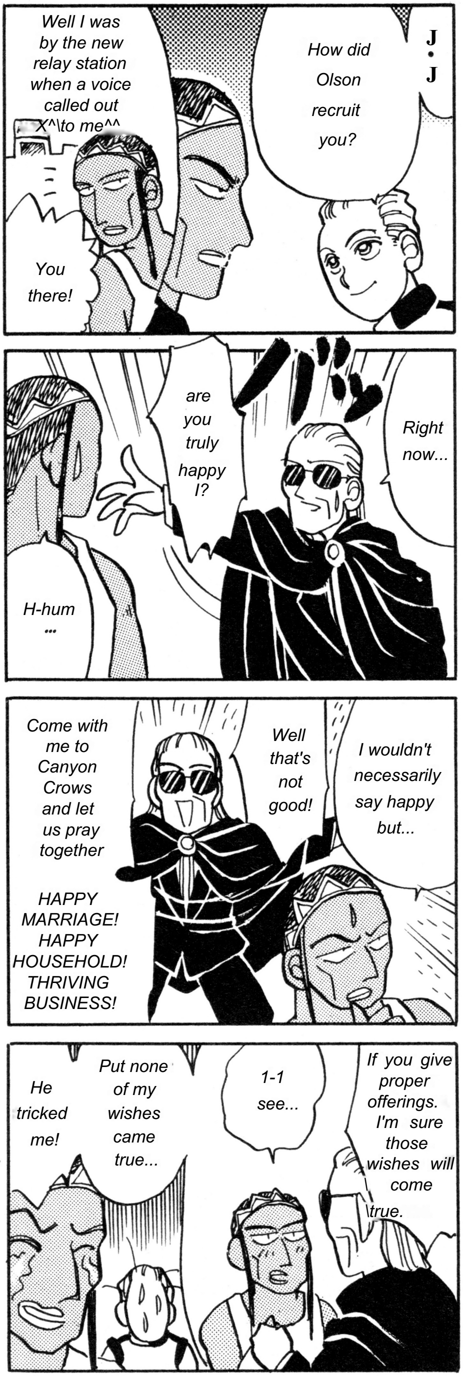


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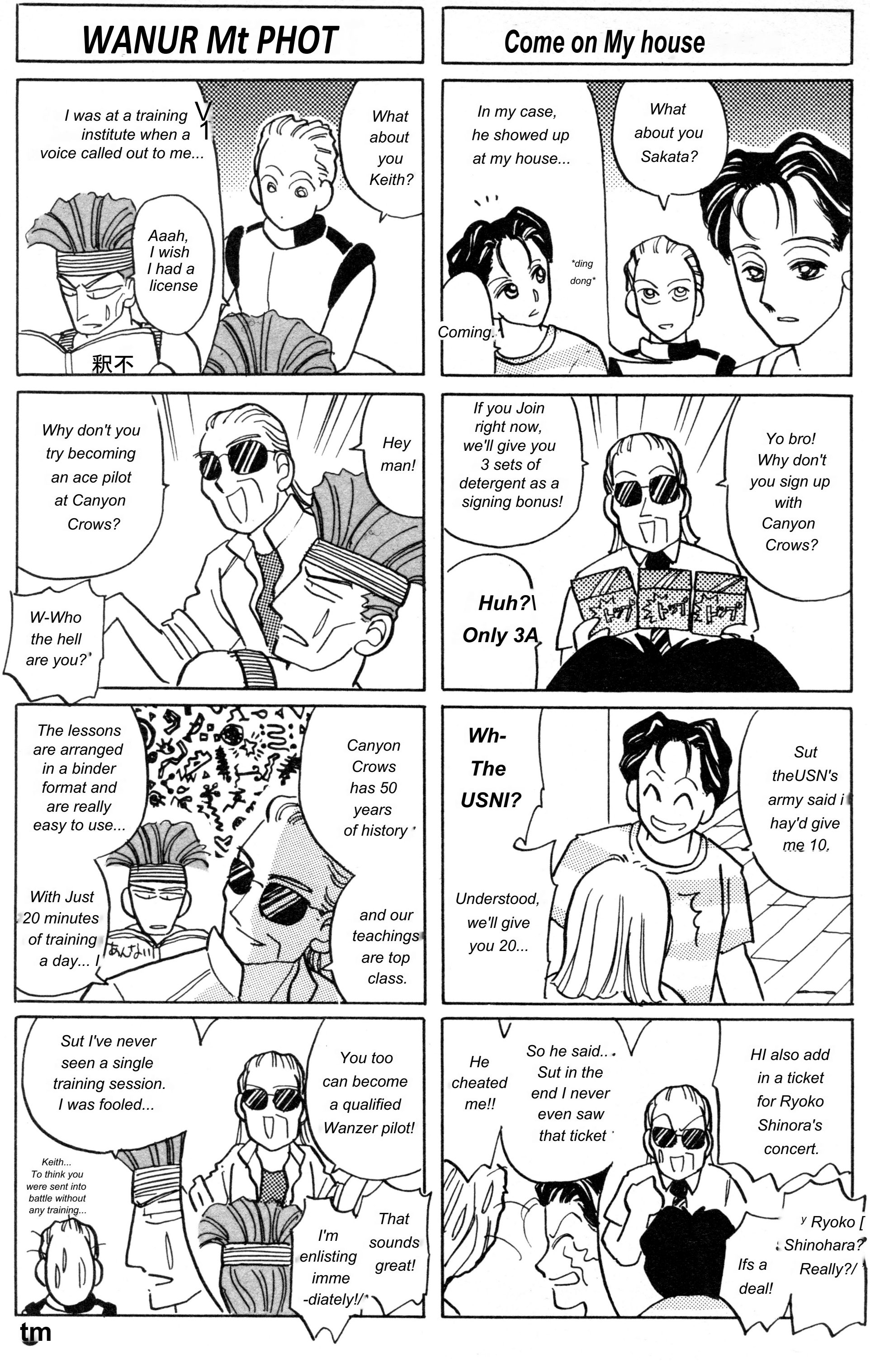
FOUND IN SHIBUYA!



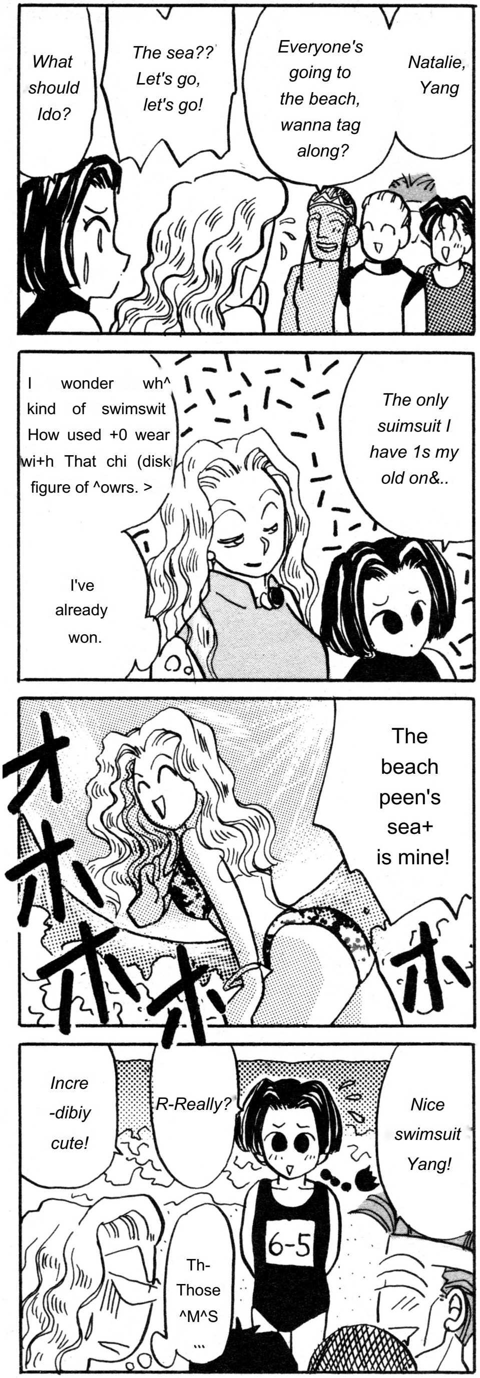
CANYON CROWS'HAPPINCSS



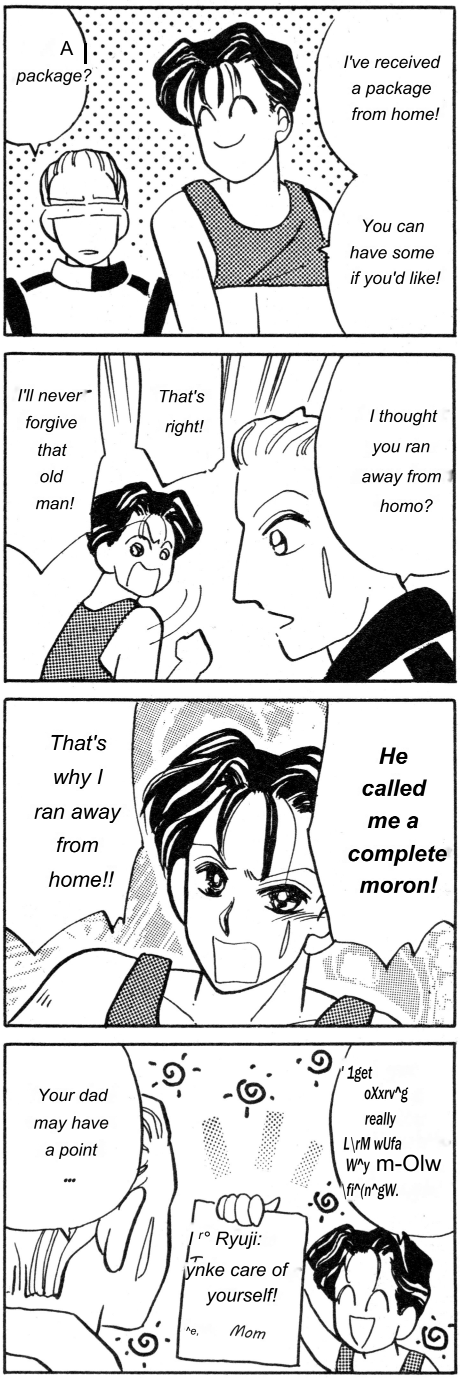
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WANUR Mt PHOT
I was at a training institute when a voice called out to me...
What about you Keith?
Aaah, I wish I had a license
釈不
Why don't you try becoming an ace pilot at Canyon Crows?
Hey man!
W-Who the hell are you?'
The lessons are arranged in a binder format and are really easy to use...
Canyon Crows has 50 years of history '
With Just 20 minutes of training a day... I
あんない
and our teachings are top class.
Sut I've never seen a single training session. I was fooled...
You too can become a qualified Wanzer pilot!
Keith... To think you were sent into battle without any training...
That sounds great!
I'm enlisting imme -diately!/'
Come on My house
In my case, he showed up at my house...
What about you Sakata?
ding dong
Coming.
If you Join right now, we'll give you 3 sets of detergent as a signing bonus!
Yo bro! Why don't you sign up with Canyon Crows?
Huh?\ Only 3A
Wh- The USNI?
Sut theUSN's army said i hay'd give me 10.
Understood, we'll give you 20...
He cheated me!!
So he said... Sut in the end I never even saw that ticket '
HI also add in a ticket for Ryoko Shinora's concert.
y Ryoko [Shinohara? Really?/
Ifs a deal!

BEACH QUEEN

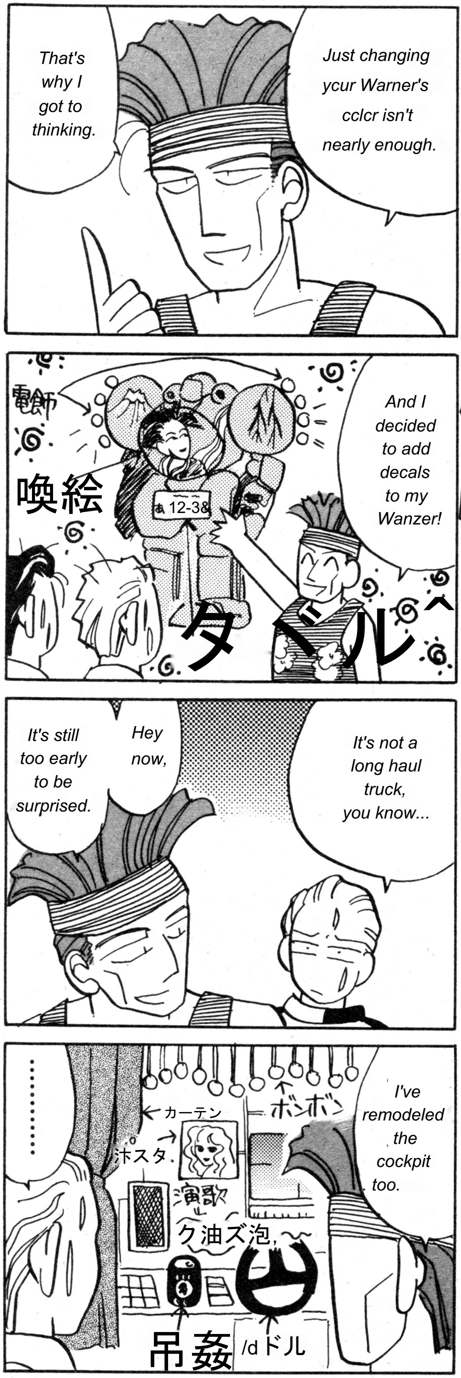


WHY WATA RM AWAY FROM HOME

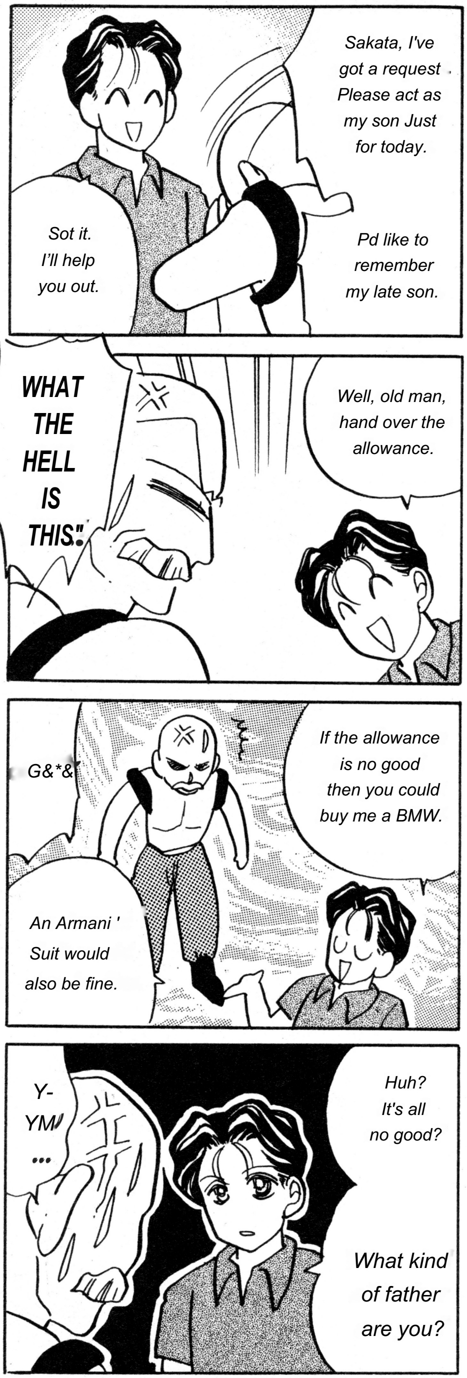


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PAINTJOBS



TRUST FUNO BABY




好きだあッ、ミリガンっ♥
なんてったって顔キズ系だし。
きーみーは ダンデライーイオーン♪ なんつって…
デイヴ
一次大戦時の仏歩兵連隊服。グレーがかった水色のスカーフがポイントね。コートはグレー。
ひざ下丈のコートは裾をうしろにまわしてボタンで止めるのだ。かわいいぞ。
振り分け式に下げてる弾薬ポーチの帯
ポール
今はなきソ連海軍のセーラー服。紺のウールで衿カバーは青デニム、中のTシャツはボーダー。
金のパイピング&ししゅう&長ーーいリボンがラブリーな水兵帽子。ロシアになって赤い星マークはなくなっちゃったのかな？
外側にずらーっとボタンのついたゲートル。
衿とカフス、裾の折り返しの赤がポイントのコート。さらに熊の毛皮の帽子+サーベルで正装だ。



なんつって。
だったらブラックって感じだよね
われながら…。
はフツージャケット
着せかえよ〜♥
胸の"地図"ポケットがポイント、
一次大戦時の英陸軍航空隊コート。スソの方の傘のフチみたいな切りかえもおしゃれだ♥
表地は革、ウラはフリースね。
ボビー


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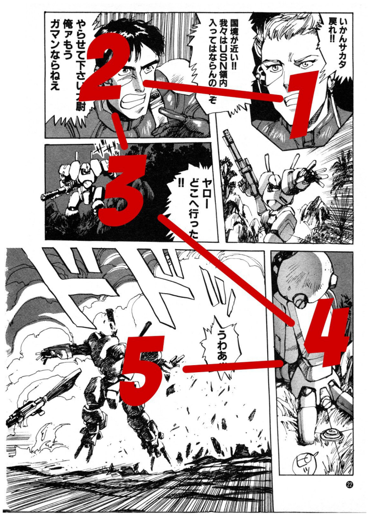
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HI!

This is the first time I've ever done something like this, so I apologize if it's not up to par. There is bound to be mistakes here and there, but I've tried to stick as close to the Japanese text as possible. Some of the info-dumping chapters can read a bit awkwardly and wh ile I can blame some of it on my decision to keep the translation as literal as I could, a lot of the blame lies on my subpar writing skills.



READING ORDER: RIGHT TO LEFT. TOP TO BOTTOM

I'm sure everyone is already familliar with it. Stil I, I've chosen to explain it since some of the chapters which introduce the setting are text-only and a couple of pages like the one below:



Can end up being pretty confusing. I've also chosen to number the paragraphs for some of the worst offenders. Hopefully this wil I make it easier to fol low along.

I've not played the first game in a very long time, so I’m bound to have gotten some of the names wrong. The raws do have mistakes here and there, eg: <7̈ — U—'s (Guri) name is sometimes written as y—U— (Gary) and the index gets the chapter and page orders wrong; I went back and forth on whether I should leave those mistakes in, but opted on correcting them in the end. I've also had to deviate from the JP text a couple times in the process of translating, eg: in lack of more elegant solutions I've had to change acronyms like PMO to PM A etc... I could bore people with all kinds of TL notes but I'll content myself with this disclaimer instead.